



"The Thin Yellow Line"

1034-233

Final Board

Date 08/20/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 08/20/15
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
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Supervising Director
Adam Muto

Storyboard by
Emily Partridge & KC Green

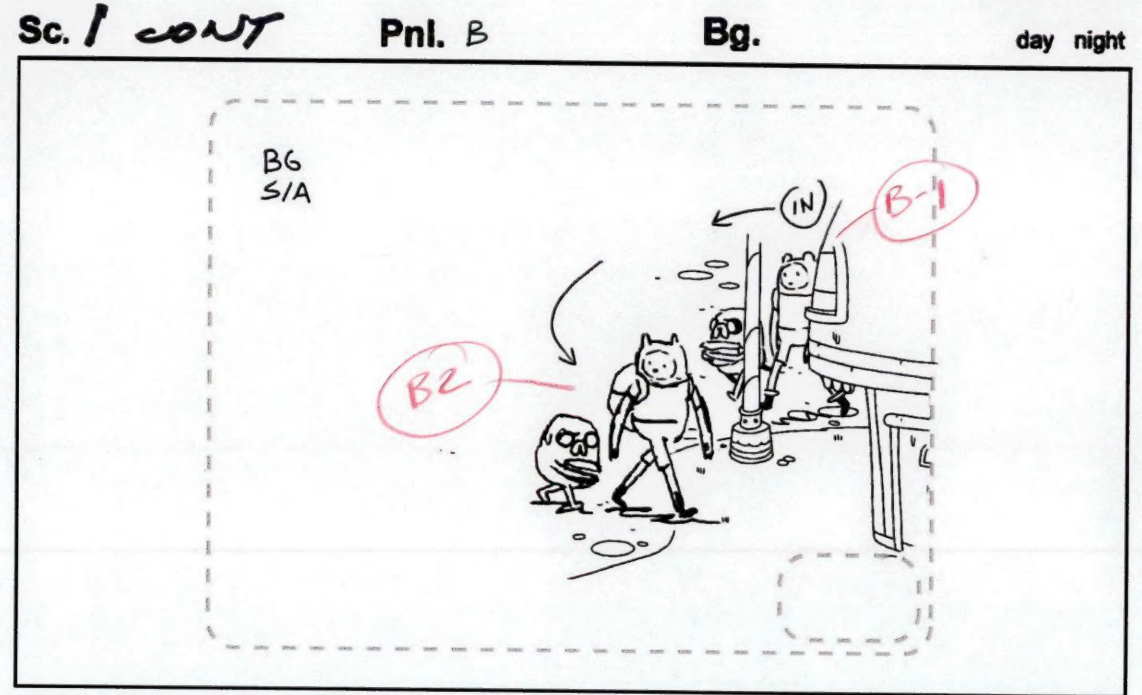
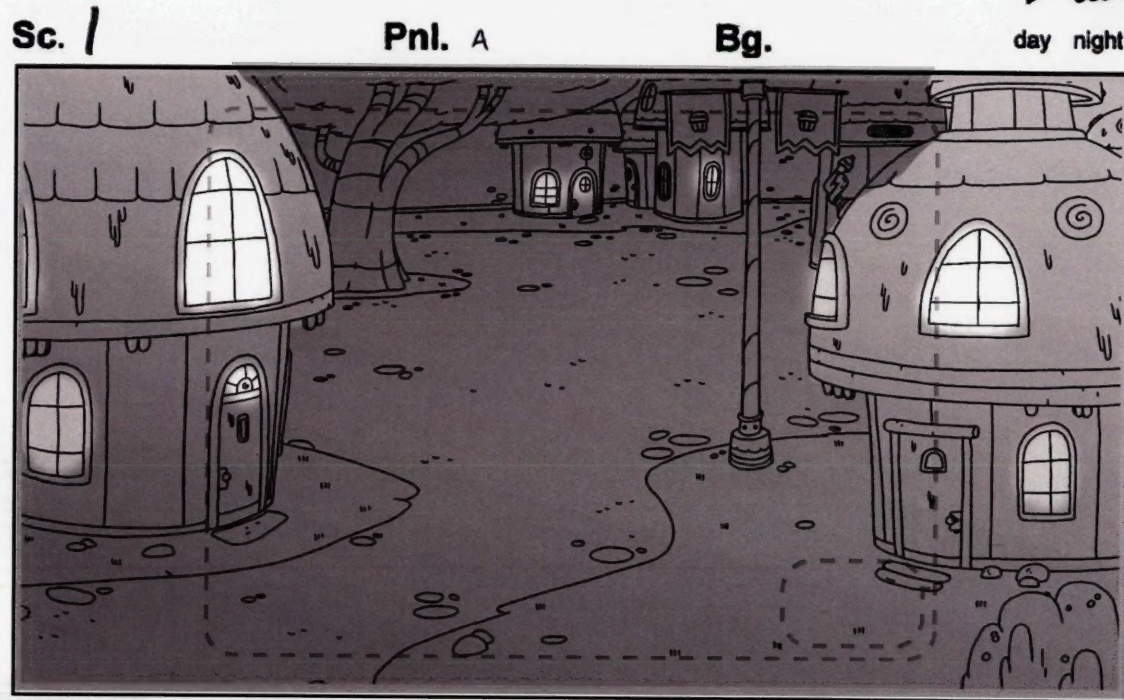
Animation Studio
SAE ROM

SEP 10 4:44

ADVENTURE TIME



Page 1
day night



<p>Dialog:</p> <p>J/(O/S) ... ALL I'M SAYING IS I'M TIRED OF 'PILGRIMS OF THE LAND'! I HATE THAT BOARD GAME!</p>		<p>F/</p> <p>YOU'RE JUST SAYING THAT BECAUSE PEP BUT</p>	
<p>Action:</p> <p>J RANTING O/S, SLOWLY FADES IN AS THEY APPROACH</p>		<p>F& J ROUND CORNER</p> <p>SEP 10 2015</p>	
<p>Timing:</p> <p>DX WINDOWS BL LITE IN WINDOWS</p>			

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Production :

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ADVENTURE TIME



Page 2

Sc. 1 cont

Pnl. C

Bg.

day night



no sc. 2

Dialog:

F/ BEAT YOU EVERY TIME.

Action:

Timing:

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1034-233

1034/233

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NO
Sc 2

ADVENTURE TIME



Sc. 3

Pnl. A

Bg.

day night

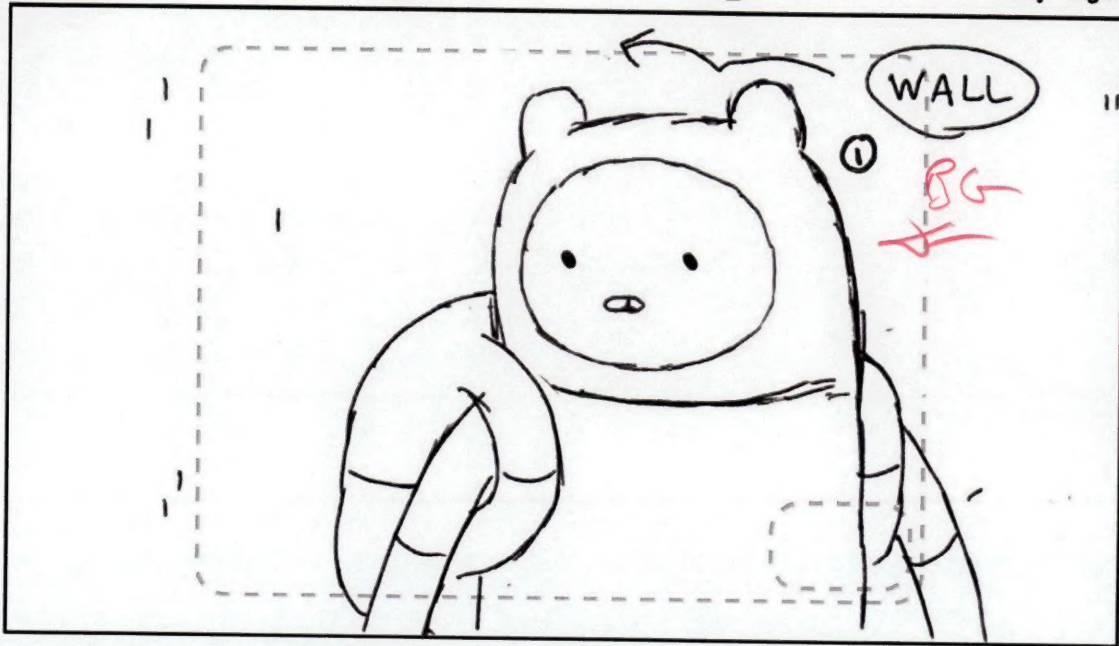


Sc. 4

Pnl. A

Bg.

day night



Dialog:

J/ IT'S JUST... PILGRIM-ING
AROUND! THERE'S NO POINT.

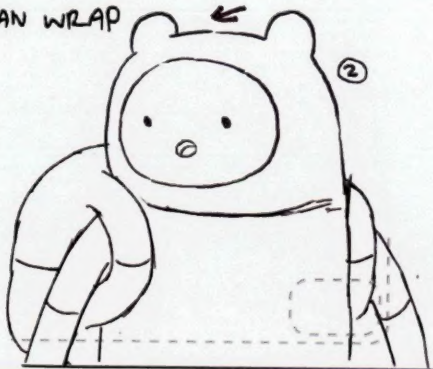
Action:

J CARRYING BOWL W/ SARAN WRAP

Timing:

① F/ JAKE, THE POINT IS BUILDING AND
③ DEVELOPING HOLDINGS WHILE TRADING
⑤ AND ACQUIRING RESOURCES.

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1034-233

EPISODE #

1034/233

1034/233

ADVENTURE TIME



Page 4

Sc. 5

Pnl. A

Bg.

day night

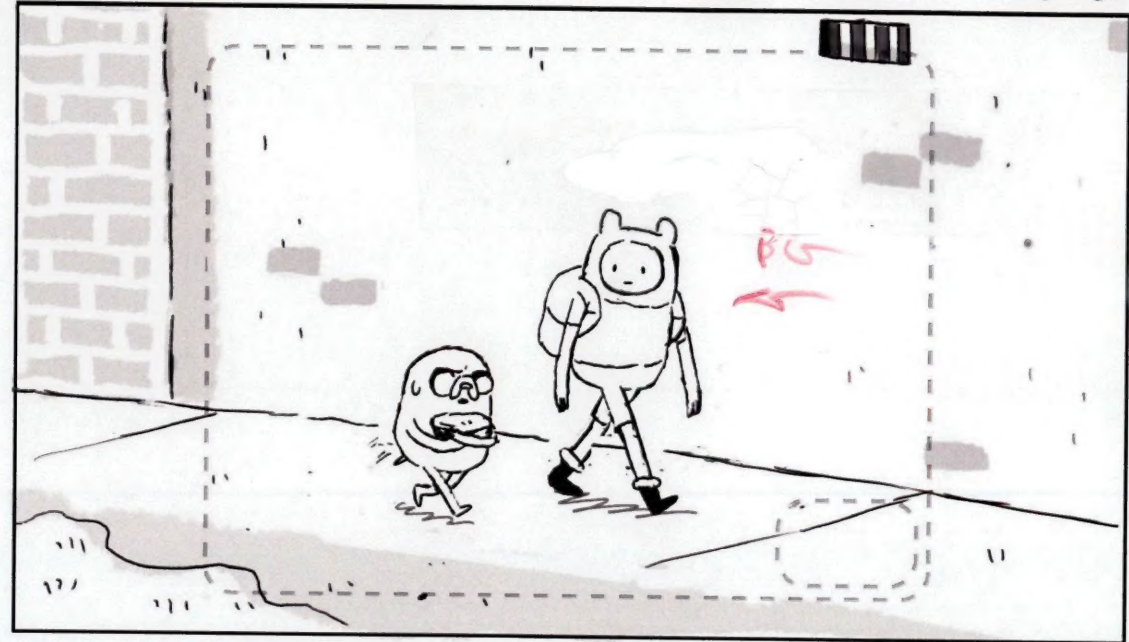


Sc. 6

Pnl. A

Bg.

day night



Dialog:

J/ YEAH WELL...

J/ NOBODY ATE MY GUAC.

Action:



BG PANS BY AS THEY WALK, "ROUGH" PART OF TOWN

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Timing:

1034-233

EPISODE #

1034/233

Production :

1034/233

ADVENTURE TIME



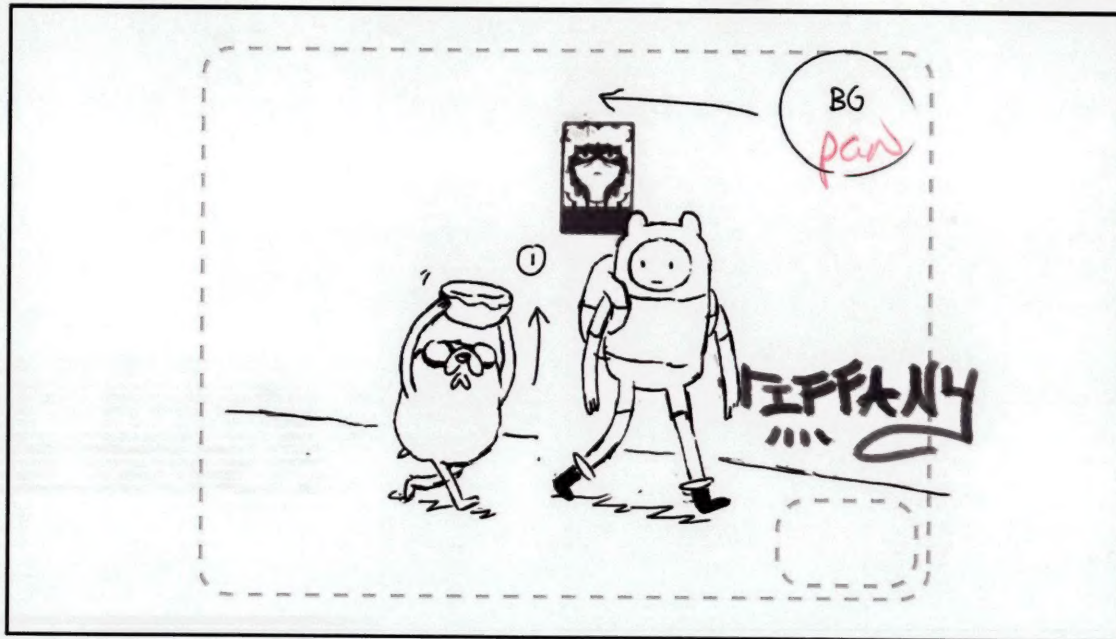
Page 5

Sc. 6 *CONT*

Pnl. B

Bg.

day night

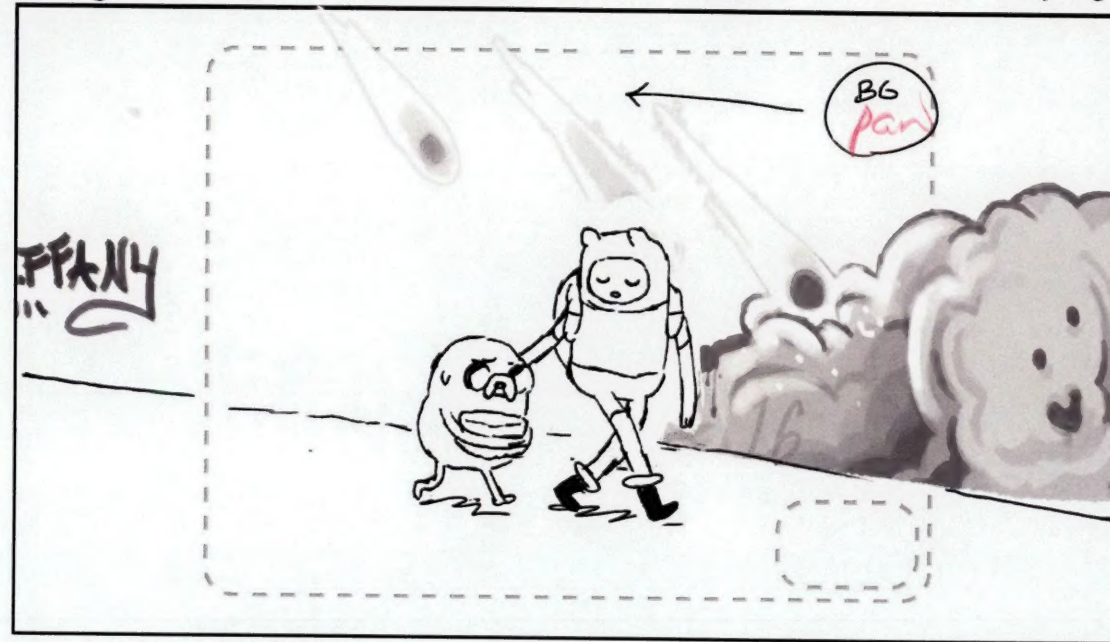


Sc. 6 *CONT*

Pnl. C

Bg.

day night



Dialog:

J/ THIS IS HOME-MADE, BROHAM! THIS
AIN'T NO STORE GUAC.

F/ YOU KNOW I LOVE YOUR GUAC.

Action:



SMALL BITS OF GRAFFITI START TO PAN BY - TURNS IN TO BIG MURAL

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1034-233

EPISODE #

1034/233

Production :

1034/233

ADVENTURE TIME



Page 6

Sc. 6 *CONT*

Pnl. D

Bg.

day night



Sc. 6 *CONT*

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

(D)



F
NOTICES
GRAFFITI

BG & FINN STOP, J WALKS A FEW STEPS
BEFORE NOTICING

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EPISODE # 1034-233

1034/233

1034/233

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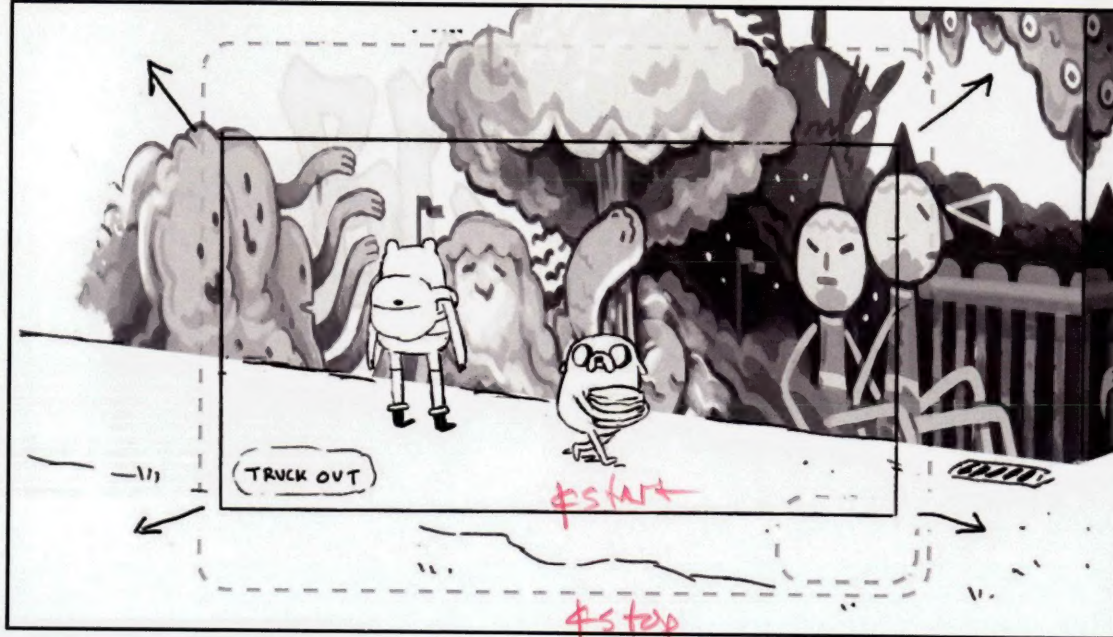
Page 7

Sc. 6 *CONT*

Pnl. F

Bg.

day night

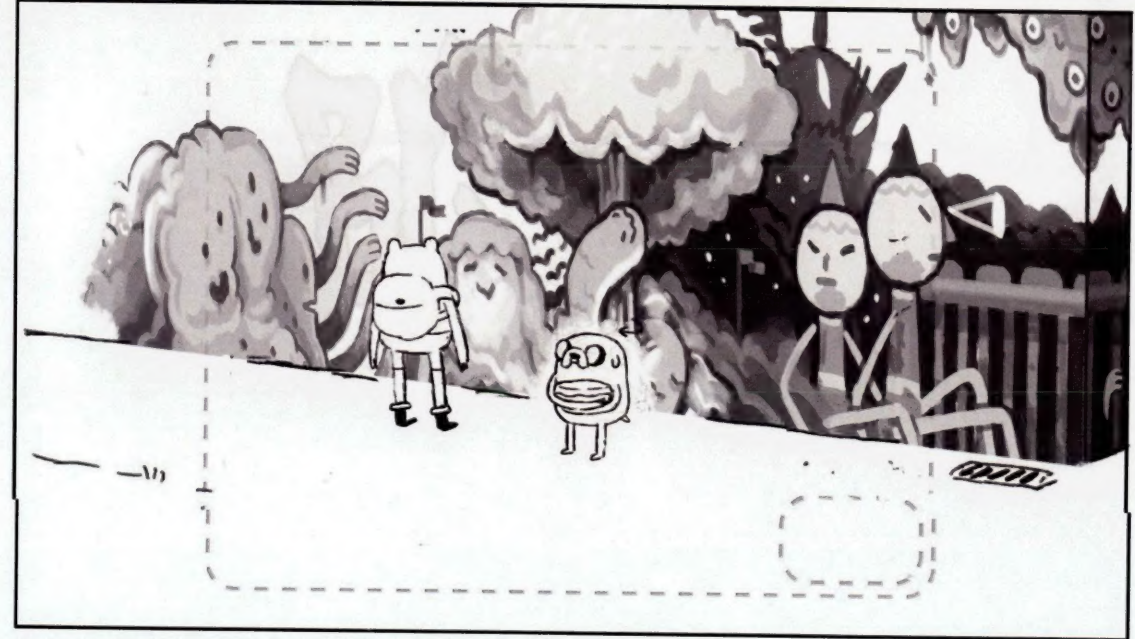


Sc. 6 *CONT*

Pnl. G

Bg.

day night



Dialog:

truck out

Action:

TRUCK OUT
J NOTICES HE LOST F

J STOPS & TURNS

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1034-233

EPISODE #

Production :

1034/233

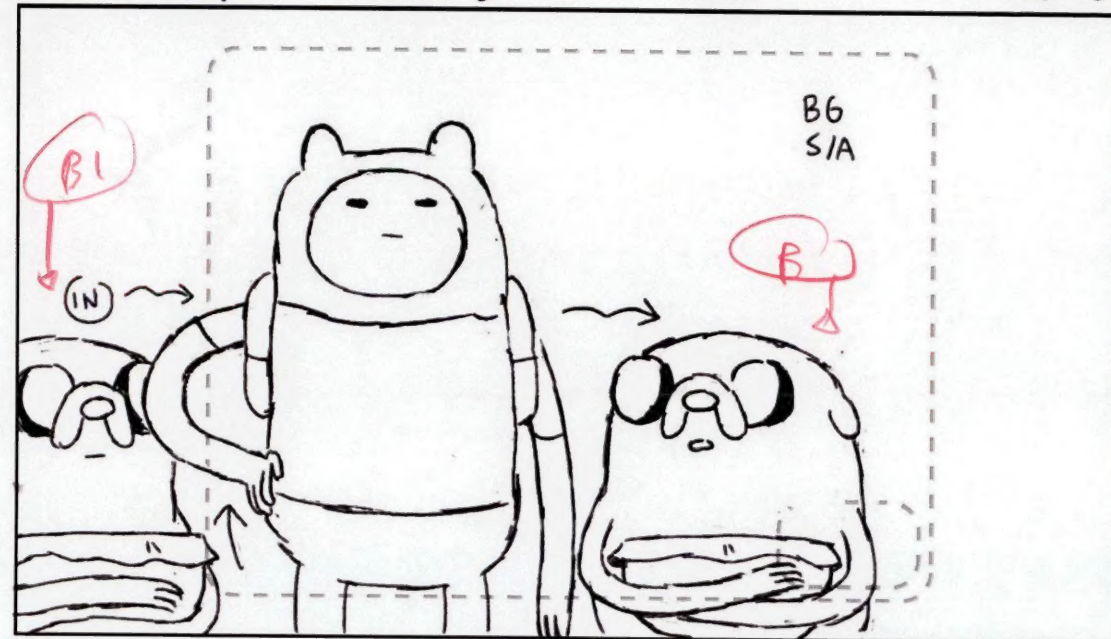
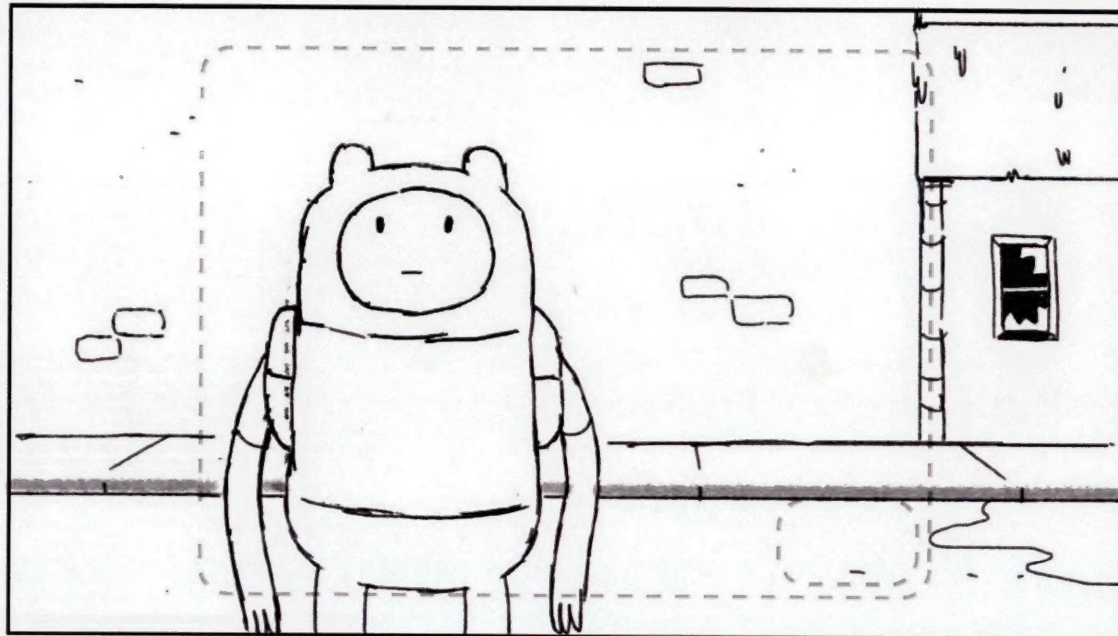
1034/233

ADVENTURE TIME



Page 8

Sc. 7 Pnl. A Bg. day night Sc. 7 *CONT* Pnl. B Bg. day night



Dialog:	J / CONTEMPLATING ART, HUH?
Action:	J WALKS IN BEHIND F
Timing:	SEP 10 2015

1034-233

EPISODE #

1034/233

Production :

1034/233

1034/233

ADVENTURE TIME



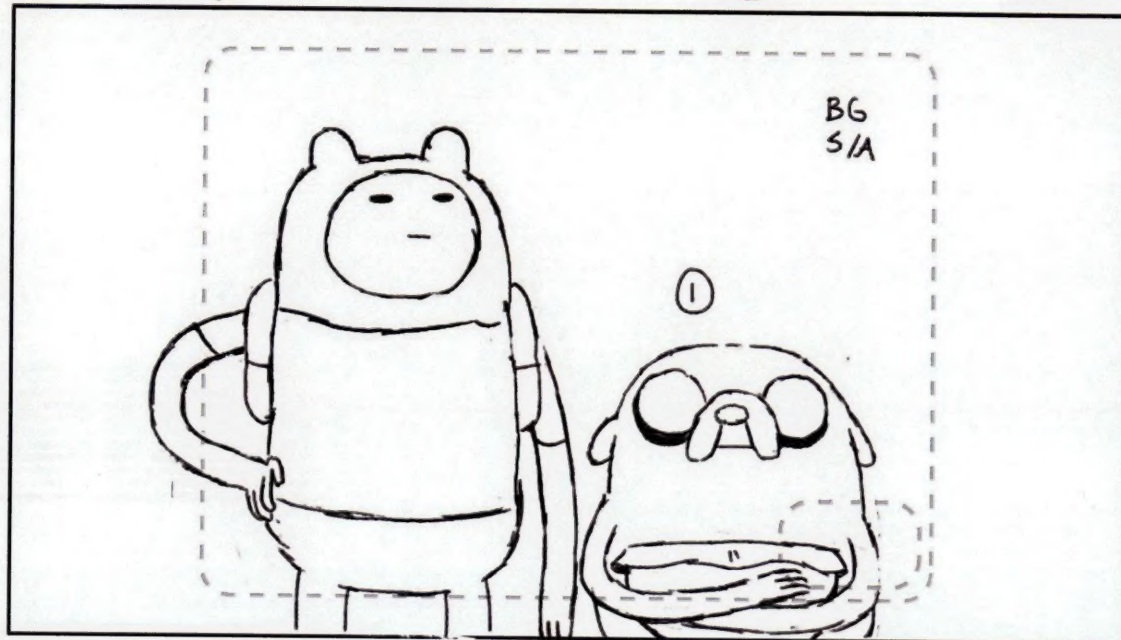
Page 9

Sc. 7 *CONT*

Pnl. C

Bg.

day night

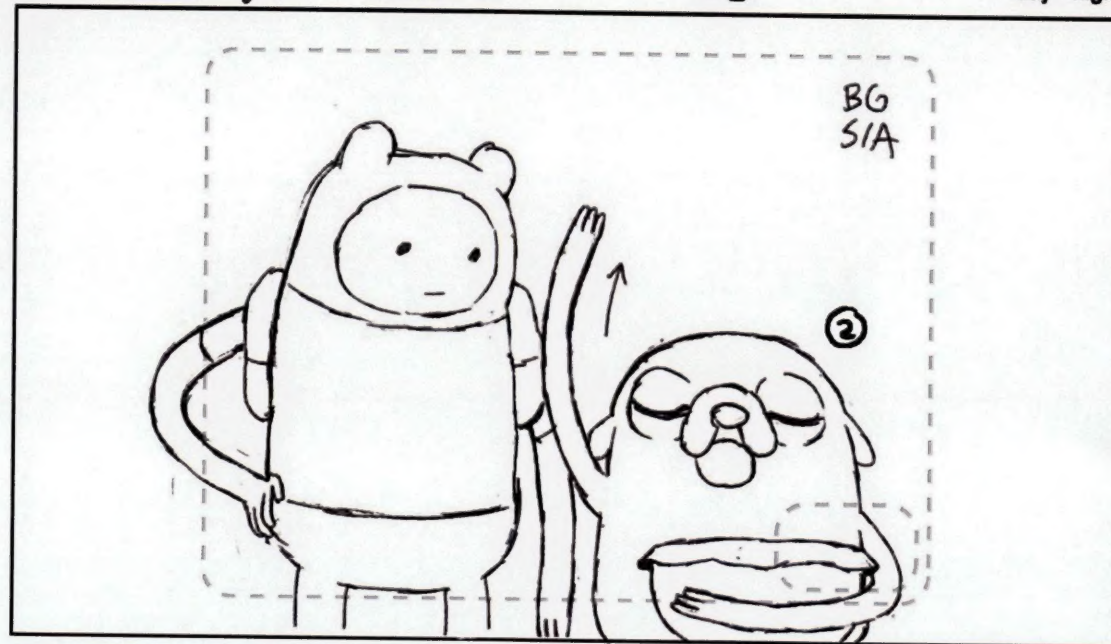


Sc. 7 *CONT*

Pnl. D

Bg.

day night



Dialog:

J/ HMM...HM.

J/ *KISS SOUND* MAGNIFIQUE!

Action:



Timing:



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Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME



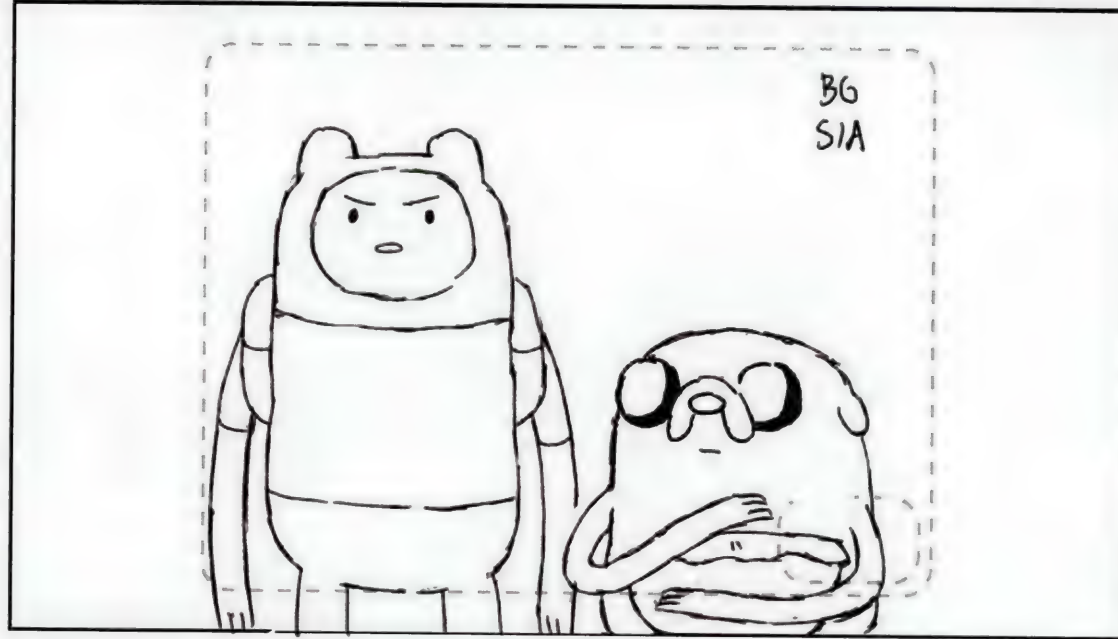
Page 10

Sc. 7 *CONT*

Pnl. E

Bg.

day night

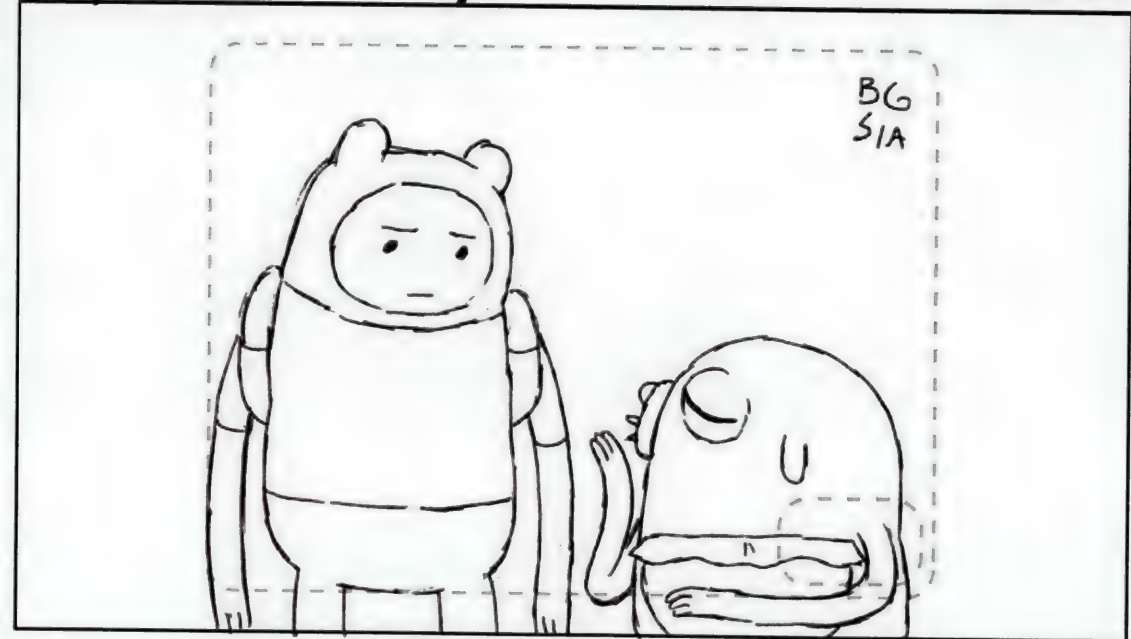


Sc. 7 *CONT*

Pnl. F

Bg.

day night



Dialog:

F/ NO. THIS IS BAD.

J/ MAYBE YOU DON'T "GET" ART.

Action:

Timing:

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EPISODE # 1034-233

1034/233

Production :

1034/233

1034/233

ADVENTURE TIME



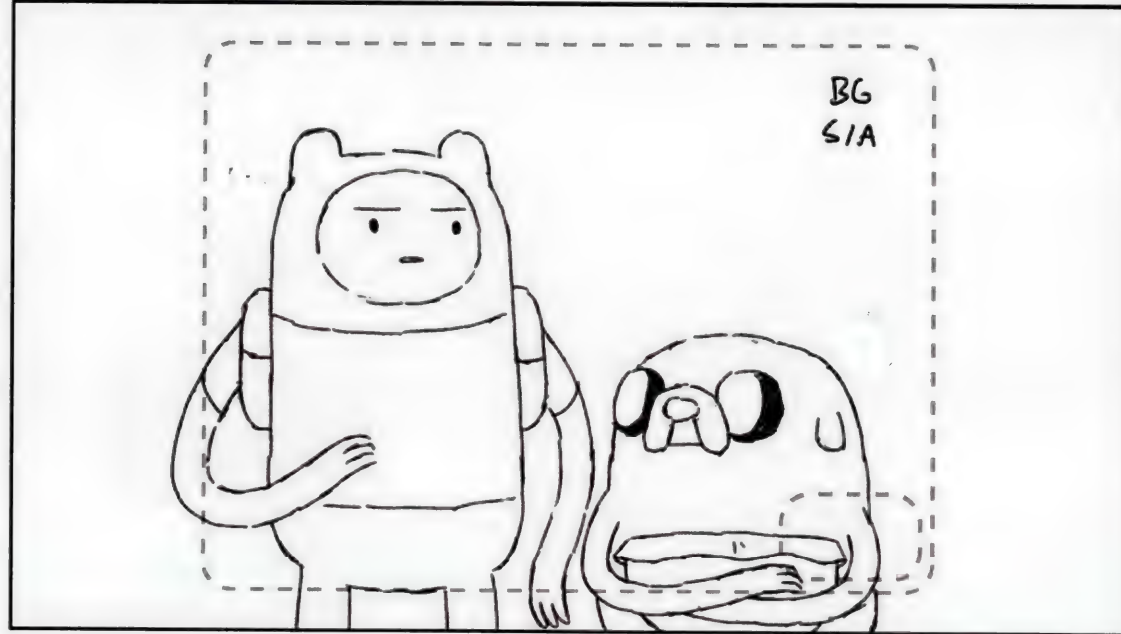
Page 11

Sc. 7 CONT

Pnl. G

Bg.

day night

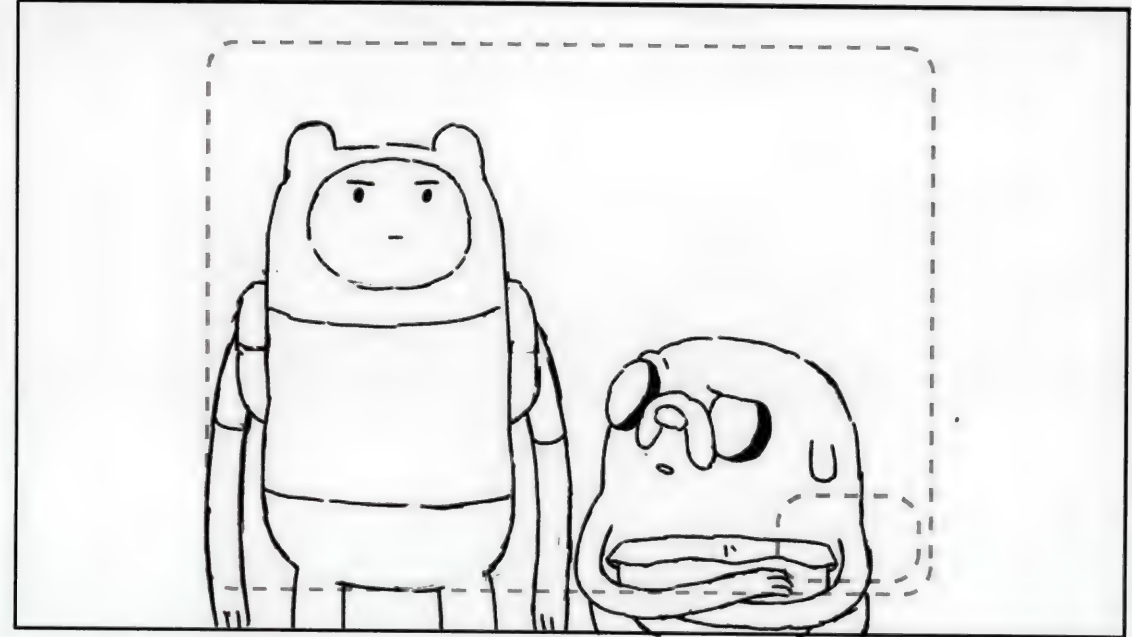


Sc. 7 CONT

Pnl. H

Bg.

day night



Dialog:

F/ ^(G) IT'S DISRESPECTFUL. TO ... ⁽²⁾ THE KINGDOM'S HOLDINGS! ^(G1)

J/ SINCE WHEN ARE YOU ALL ABOUT 'HOLDINGS'?

Action:

J LOOKS FROM F TO MURAL & BACK

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Timing:



1034-233

EPISODE #

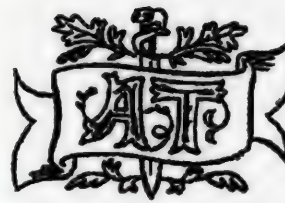
1034/233

Production :

1034/233

1034/233

ADVENTURE TIME



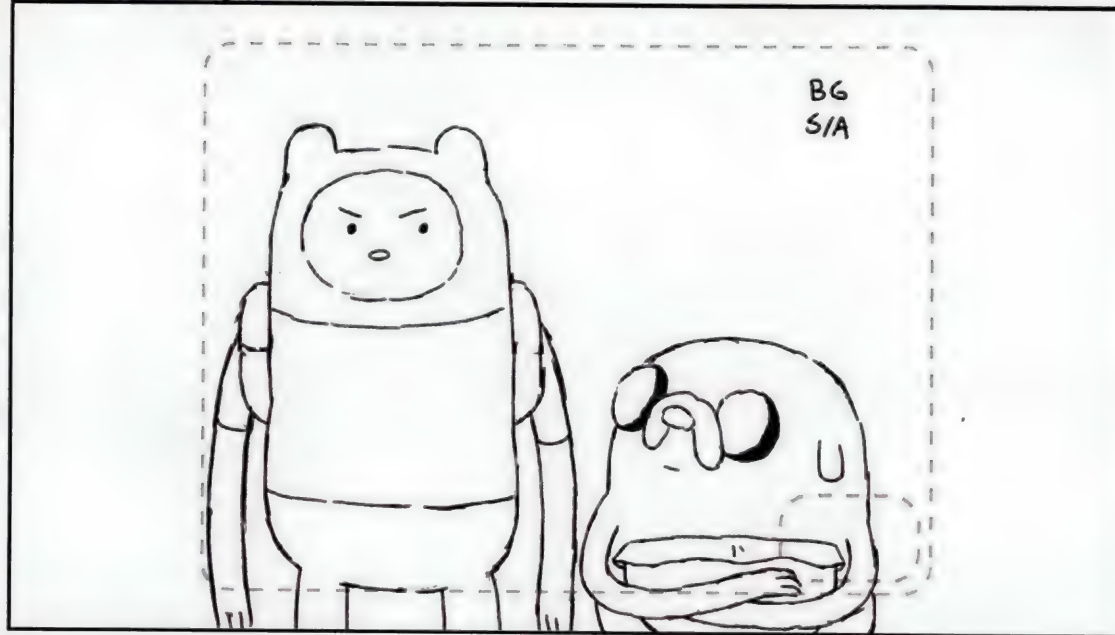
Page 12

Sc. 7 *CONT*

Pnl. 1

Bg.

day night



Sc. 8

Pnl. A

Bg.

day night



Dialog:

F/ WHAT 'M ALL ABOUT ...

F/(O/S) ... IS PROTECTING THE KINGDOM.

Action:

GRAFFITI GUM MONSTER FACE CU

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1034-233

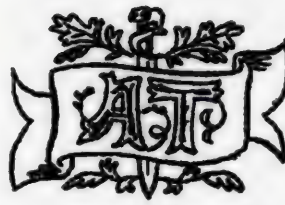
EPISODE #

1034/233

Production :

1034/233

ADVENTURE TIME



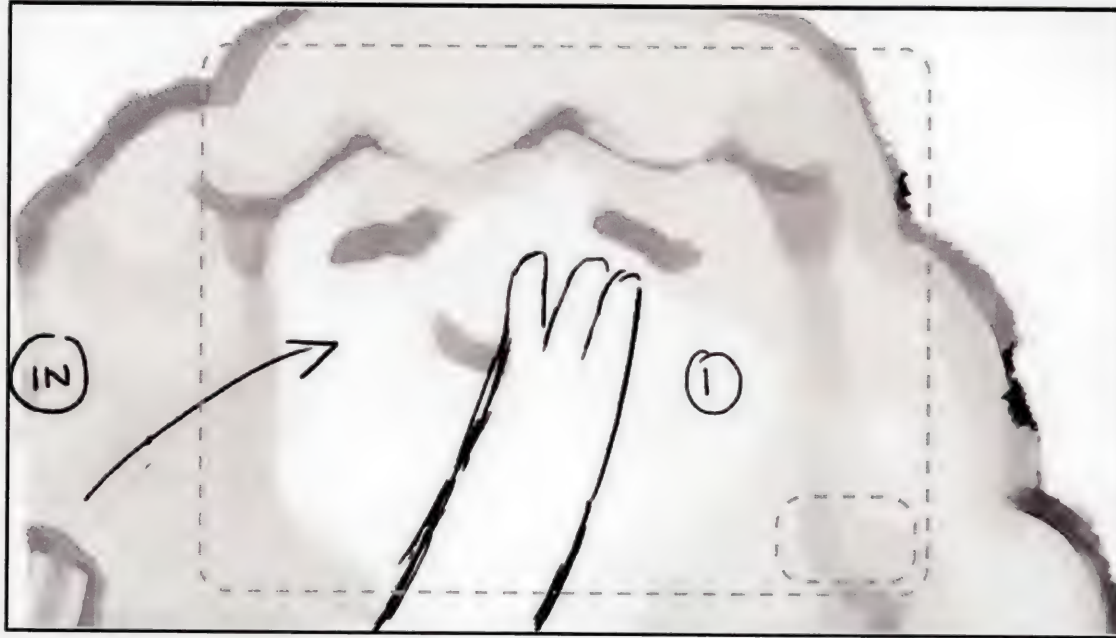
Page 13

Sc. 8 *CONT*

Pnl. B.

Bg.

day night

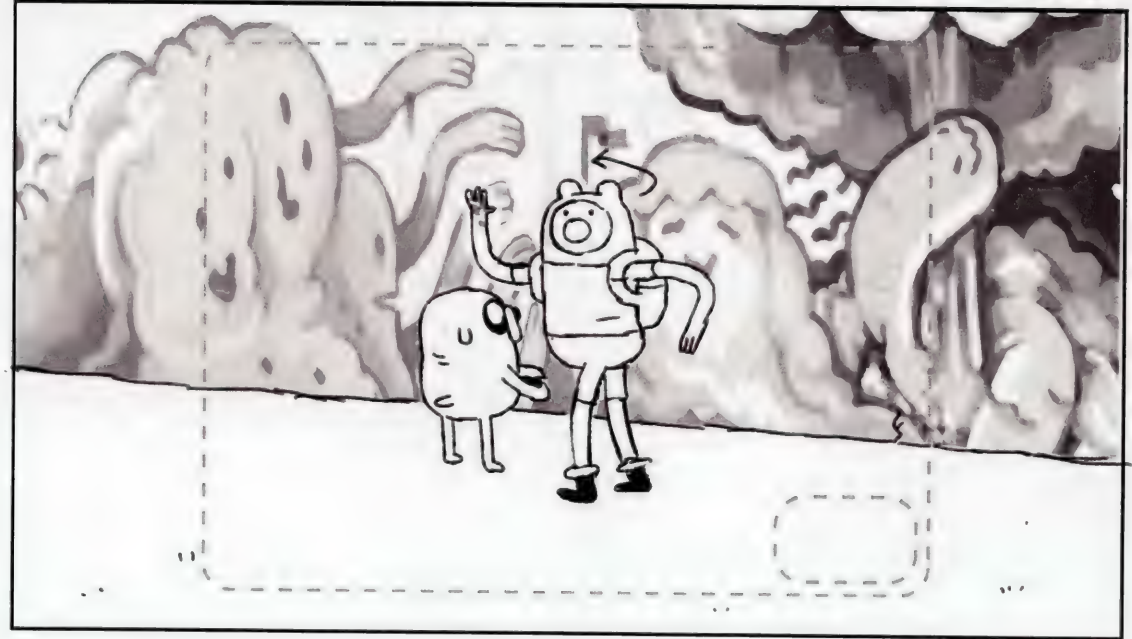


Sc. 9

Pnl. A

Bg.

day night



Dialog:

F/ *GASP!*

F/ It's fresh!

Action:

F TOUCHES MURAL,
HAND SLIDES DOWN A LIL
& SMUDGES PAINT



Timing:



F WHIPS AROUND HOLDING UP PAINTY HAND

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EPISODE # 1034-233

1034/233

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1034/233

ADVENTURE TIME



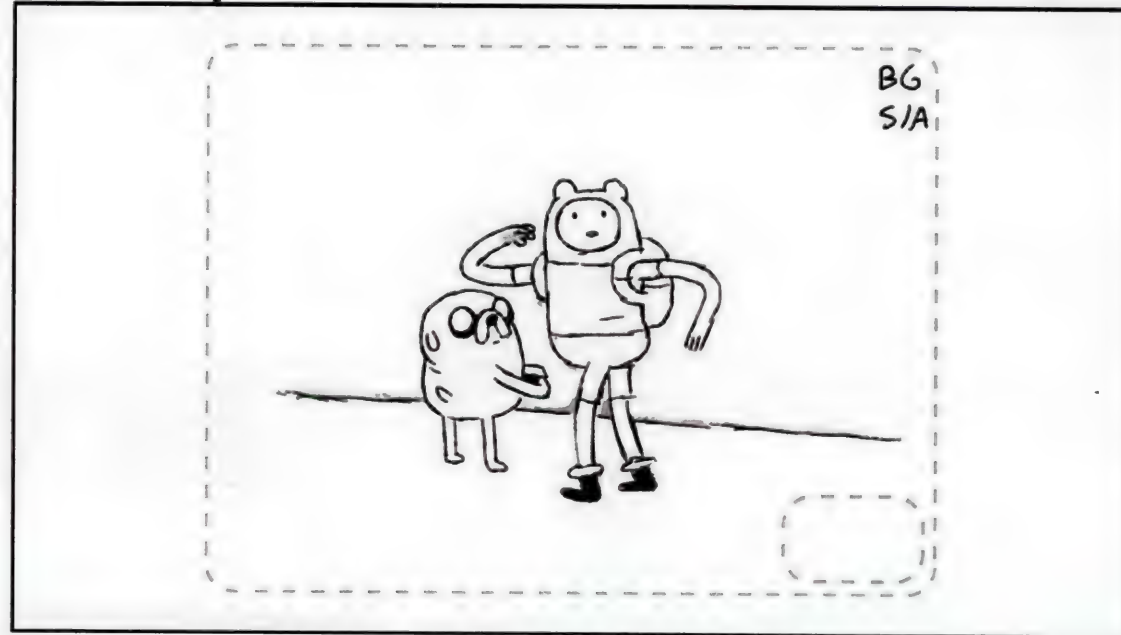
Page 14

Sc. 9 *CONT*

Pnl. B

Bg.

day night

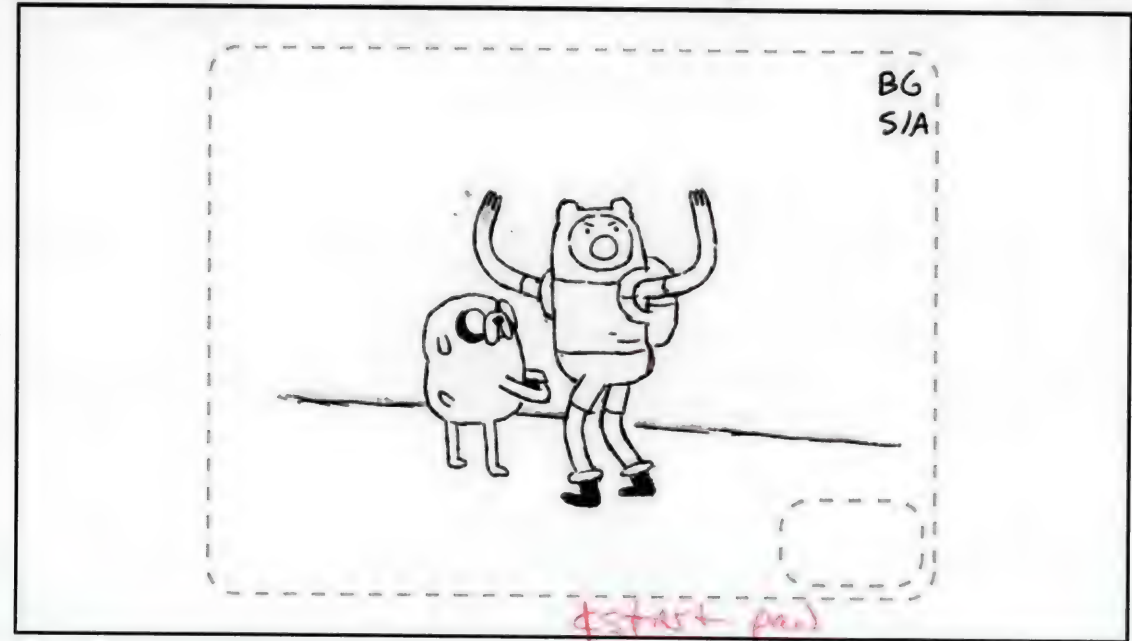


Sc. 9 *CONT*

Pnl. C

Bg.

day night



Dialog:

SFX/(O/S) PAINT BUCKET THUMPING, SLOSHING, ETC

F/ * BIGGER GASP! *

Action:

BOTH PAUSE & LISTEN

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Timing:

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



Page 15

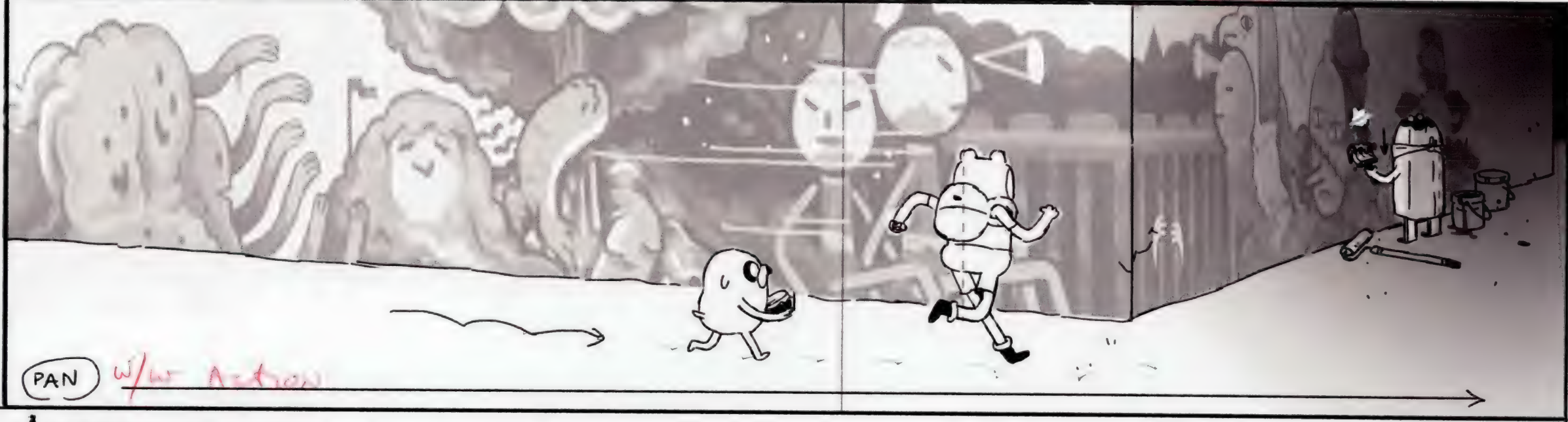
Sc. 9 *cont*

Pnl.

Bg.

day night

D



PAN

w/w Action

Dialog:

Cycle ~~D~~/E
For Brush action

Action:

F & J ROUND CORNER TO SEE BG16 PAINTING WALL
W/ ONE OF THOSE BIG HOUSE PAINTING BRUSHES (J AT A MORE LEISURELY PACE)

SEP 10 2015

Timing:

Production :

1034-233

1034/233

1034/233

ADVENTURE TIME



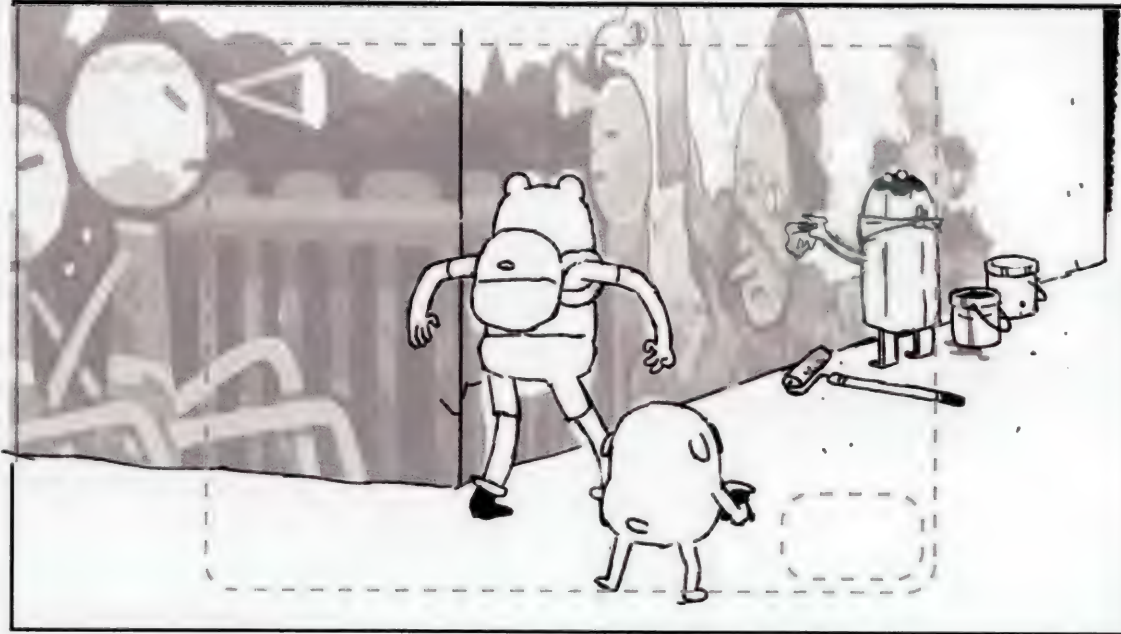
Page 16

Sc. 9 *CONT*

Pnl. E

Bg.

day night

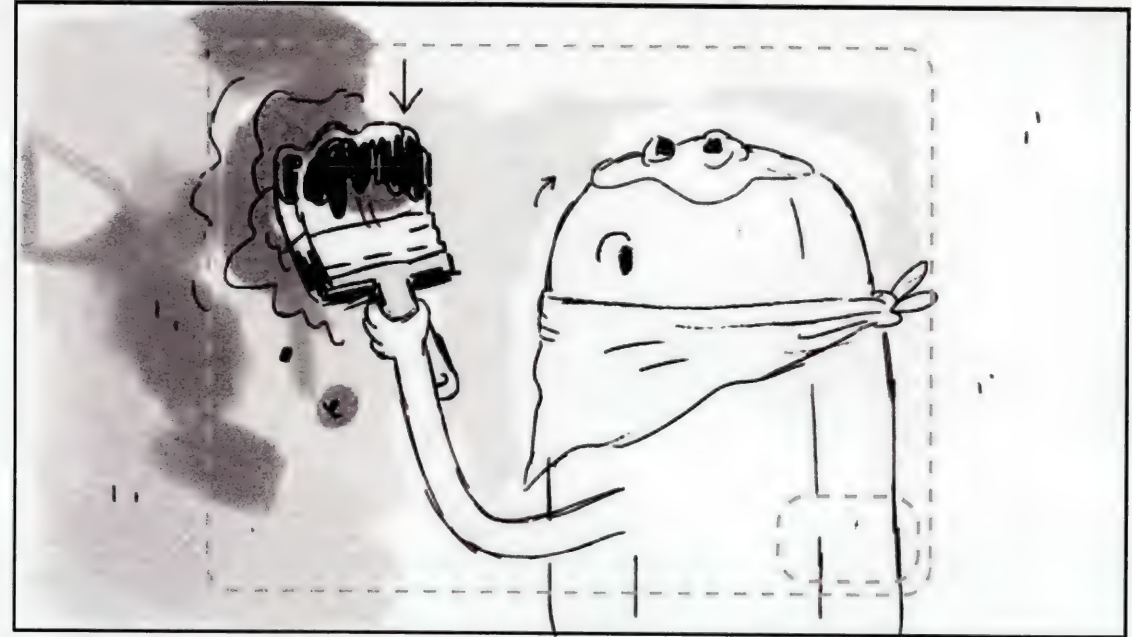


Sc. 10

Pnl. A

Bg.

day night

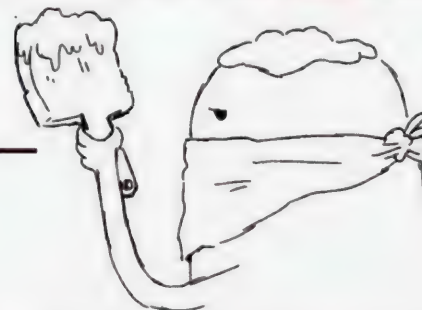


Dialog:

Action:

F & J QUICKLY STOP

Timing:



SP

BG16 TURNS SLIGHTLY

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EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



Page 17

Sc. 10 *CONT*

Pnl. B

Bg.

day night

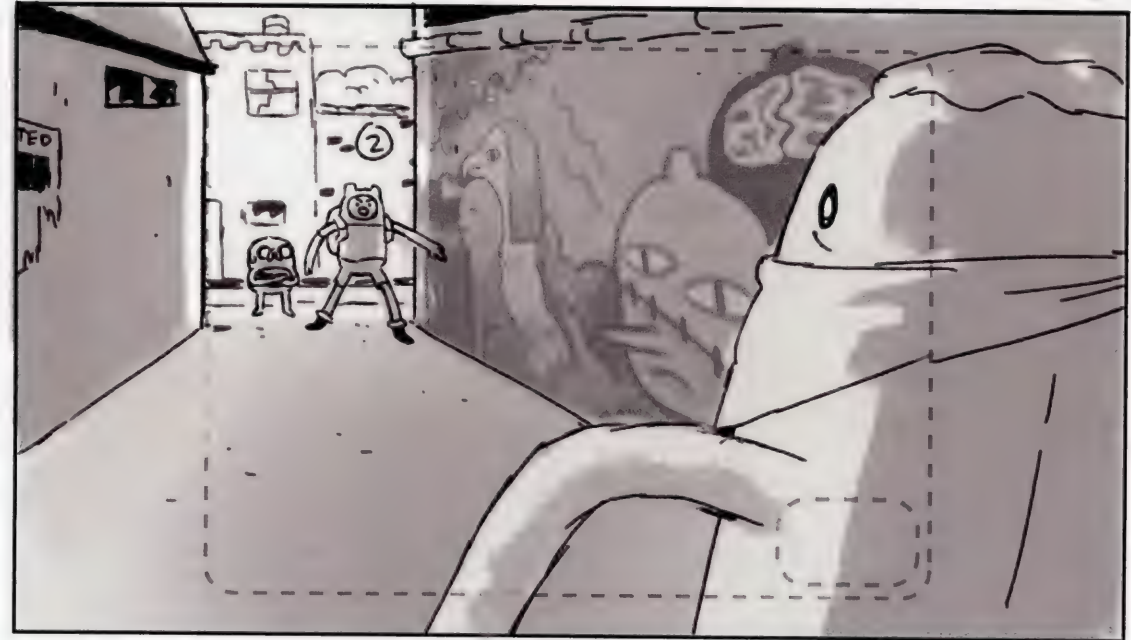


Sc. 11

Pnl. A

Bg.

day night



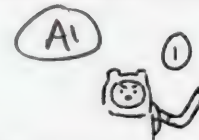
Dialog:

BG/ *EVEN BIGGER GASP!!*

F/ THAT'S ILLEGAL!!!

Action:

BG16 STARTLES, DROPS BRUSH



F POINTS

Timing:

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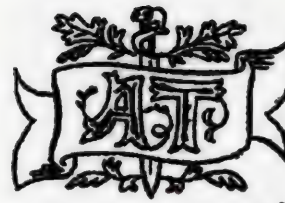
Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME



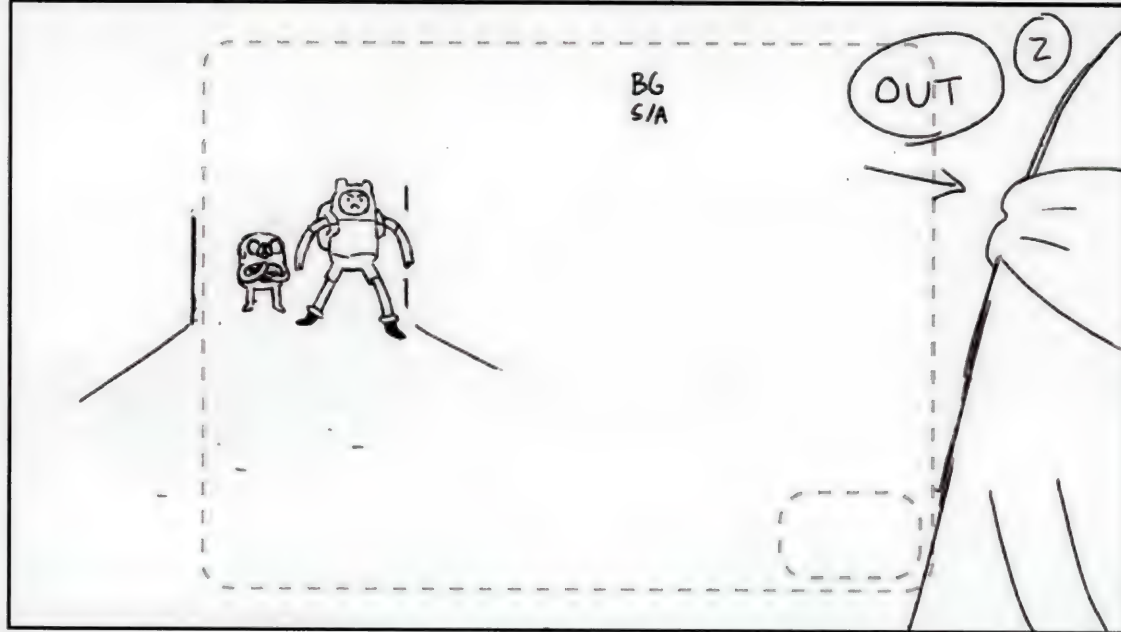
Page 18

Sc. 11 CONT

Pnl. B

Bg.

day night

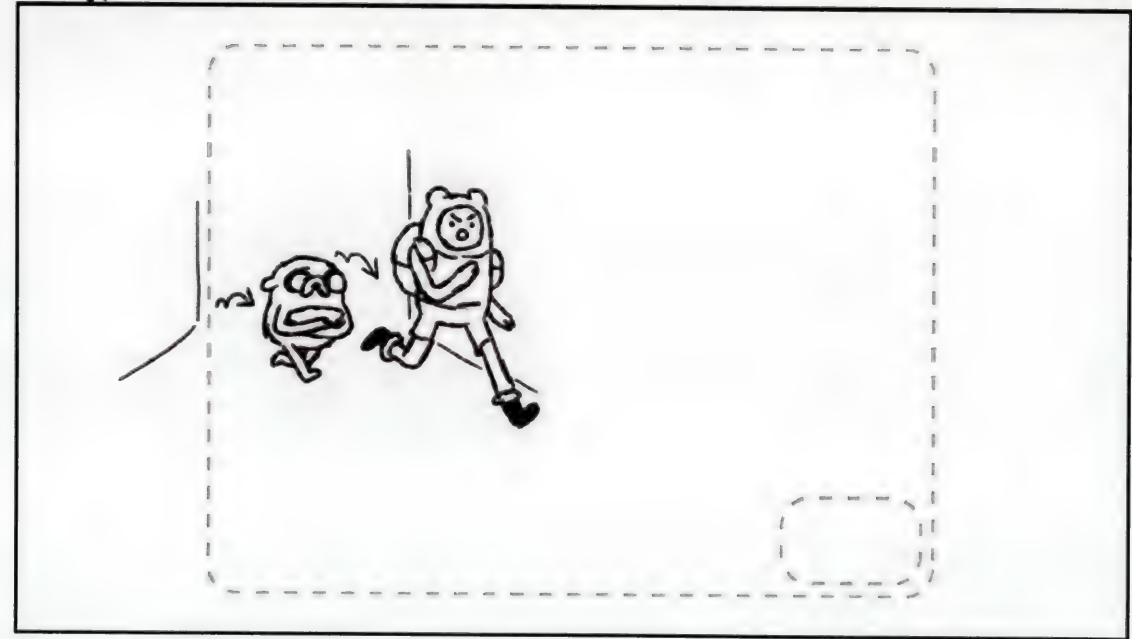


Sc. 11 CONT

Pnl. C

Bg.

day night



Dialog:

J/ AND BEAUTIFUL!

Action:

BG16 TAKES A STEP BACK, TURNS & RUNS

①



F&J PURSUE

Timing:

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EPISODE # 1034-233

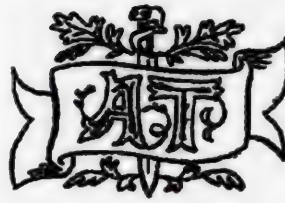
1034/233

Production :

1034/233

1034/233

ADVENTURE TIME



Page 19

Sc. 12

Pnl. A

Bg.

day night

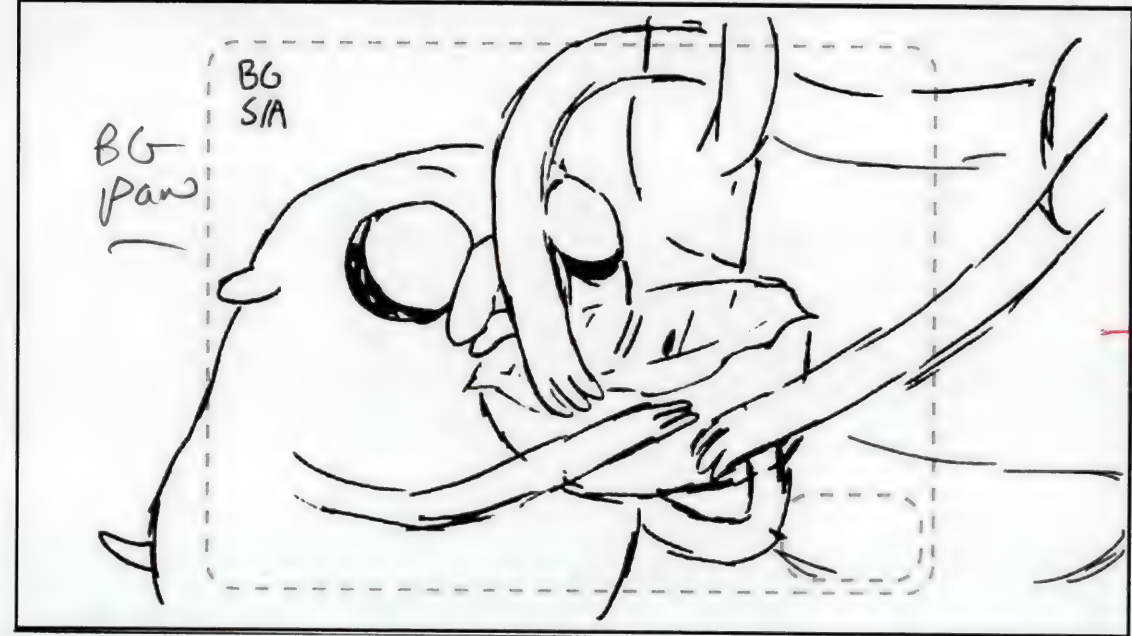


Sc. 12 *CONT*

Pnl. B

Bg.

day night



A Start Ding Pan

Dialog:

J/ * HUFF HUFF HUFF *

J/ WH-

Action:

F & J RUNNING

F REACHES & GRABS GVAL

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Timing:

EPISODE # 1034-233

Production :

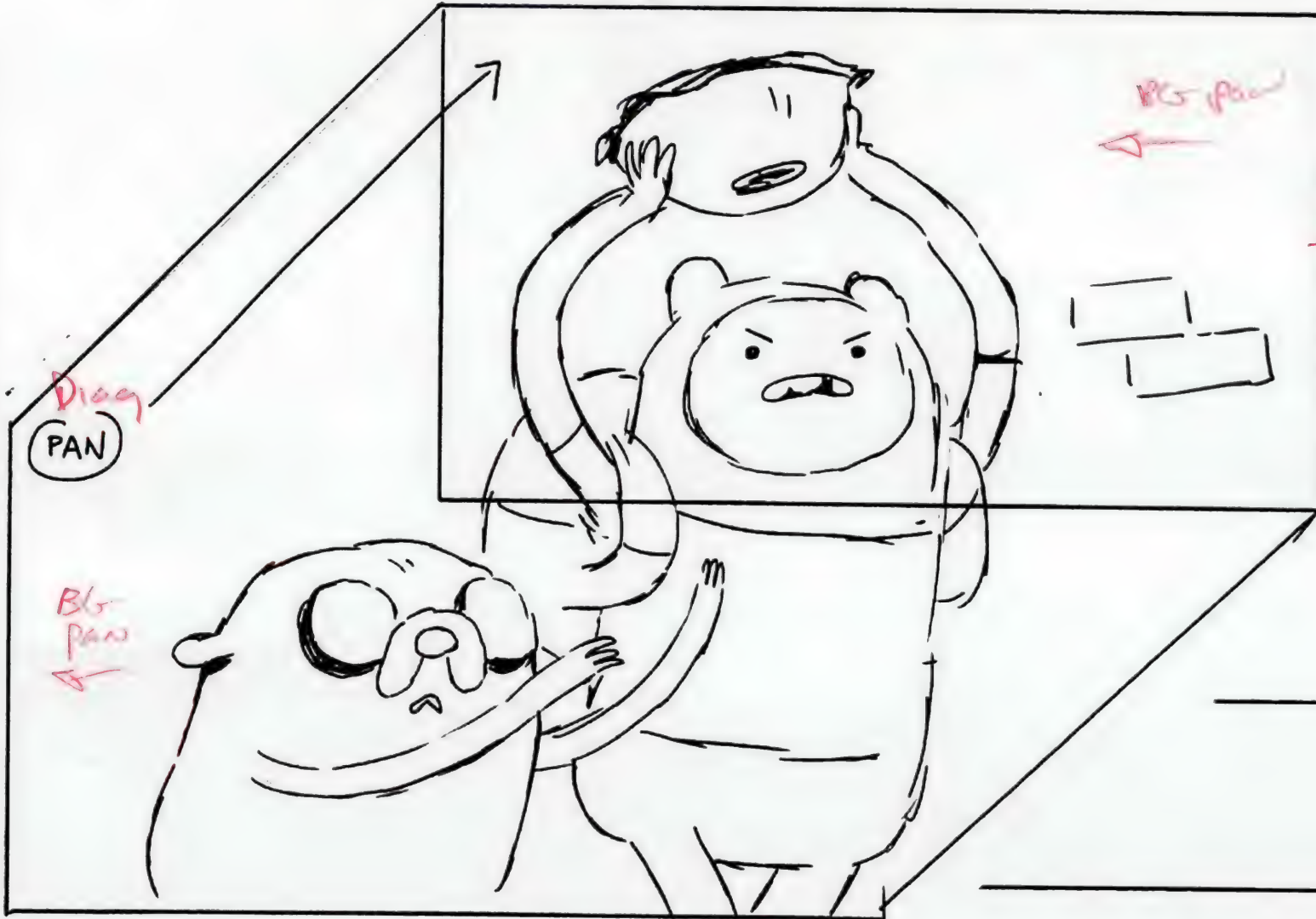
1034/233

1034/233

1034/233

Sc. 12 CONT Pnl.

Page 20



F LIFTS GUAL OVER HEAD

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME



Page 21

Sc. 12 *CONT*

Pnl. D

Bg.

day night

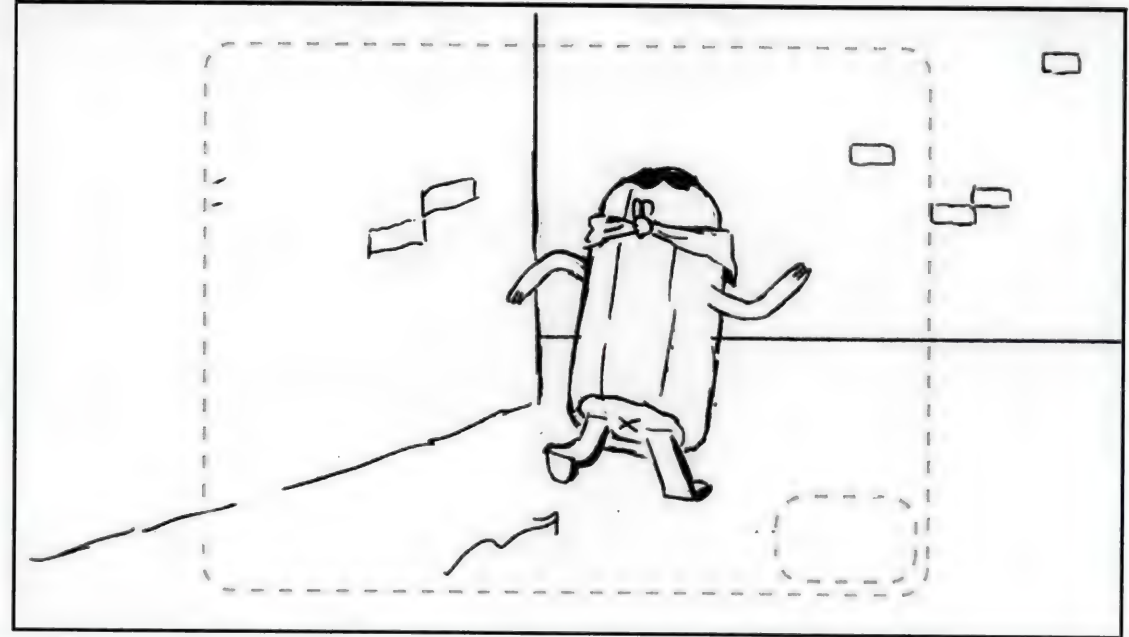


Sc. 13

Pnl. A

Bg.

day night



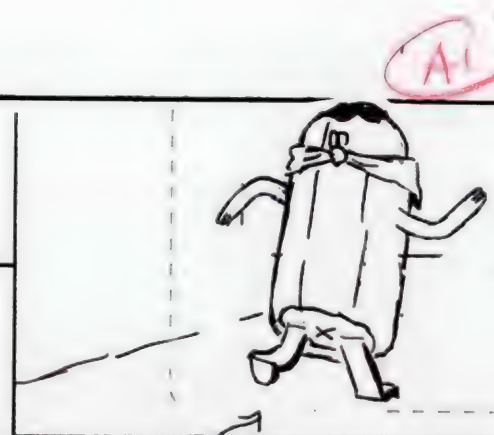
Dialog:

F/ YAH!

Action:

F CHUCKS GVAL

Timing:



SP

SEP 10 2015

1034-233

EPISODE #

1034/233

Production :

1034/233

ADVENTURE TIME



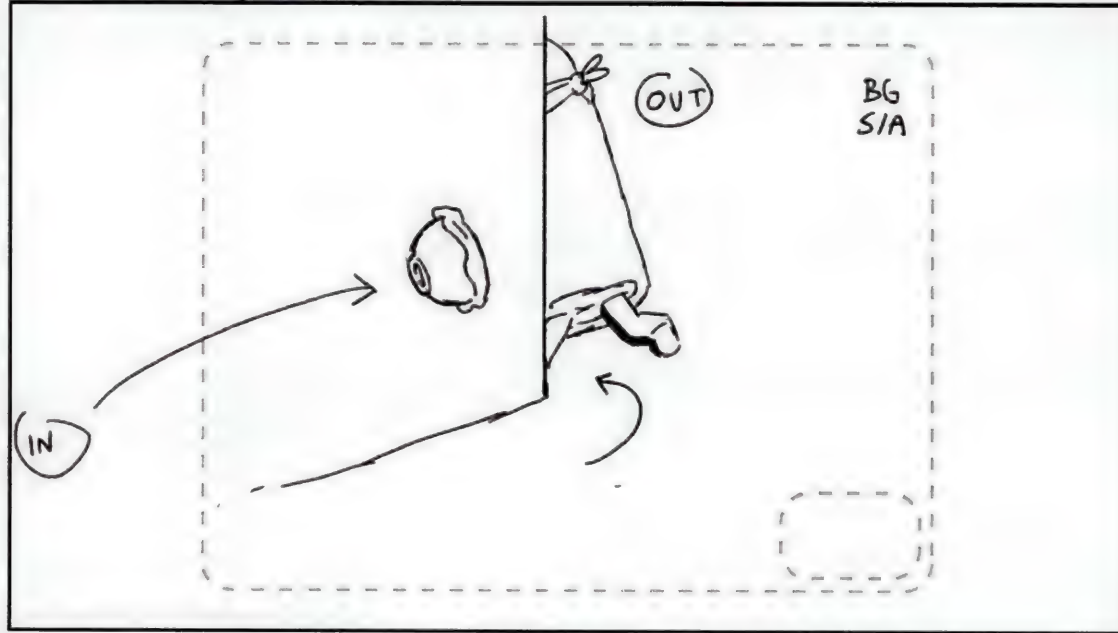
Page 22

Sc. 13 *CONT*

Pnl. B

Bg.

day night

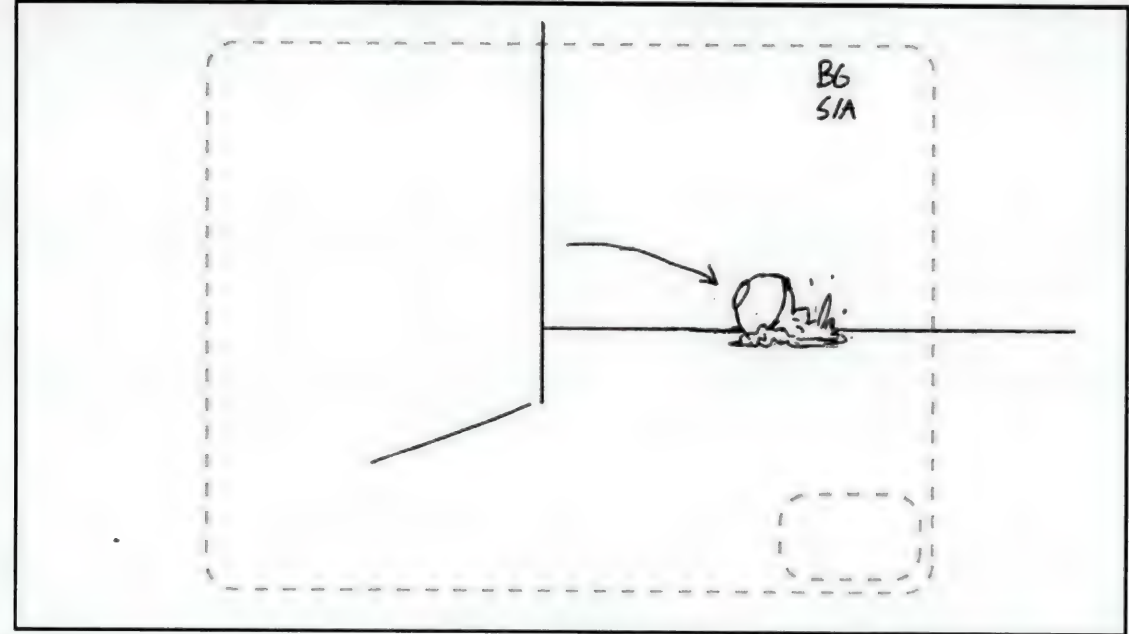


Sc. 13 *CONT*

Pnl. C

Bg.

day night



Dialog:

SFX / *SPLAT*

J / (O/S) AW.

Action:

GUAC SPLATS AGAINST WALL/GROUND

Timing:



EPISODE # 1034-233

1034/233

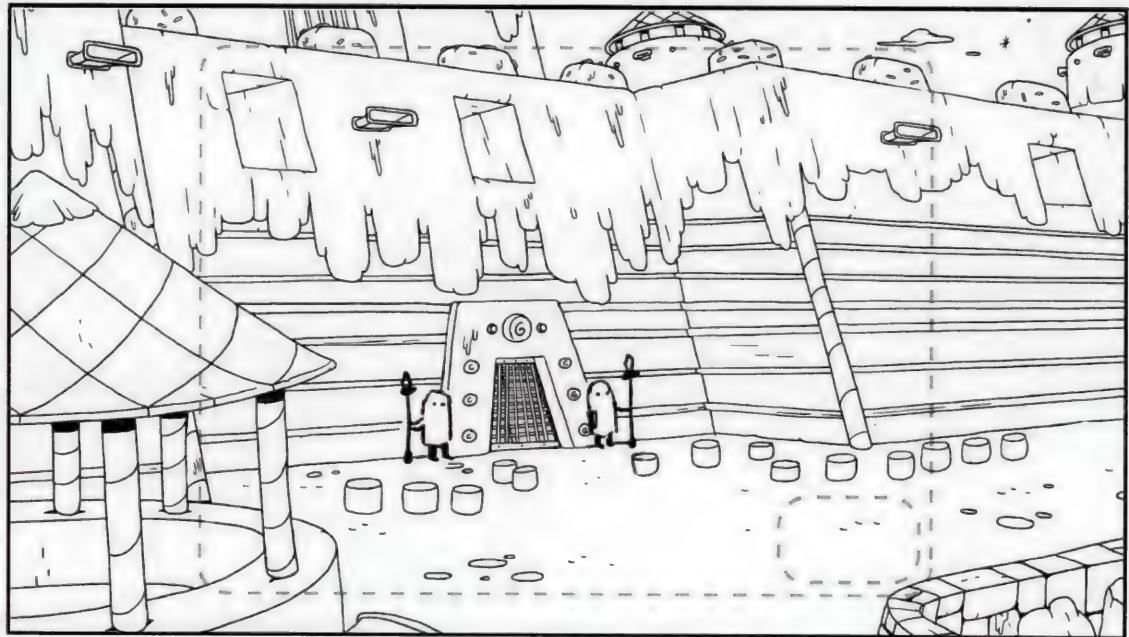
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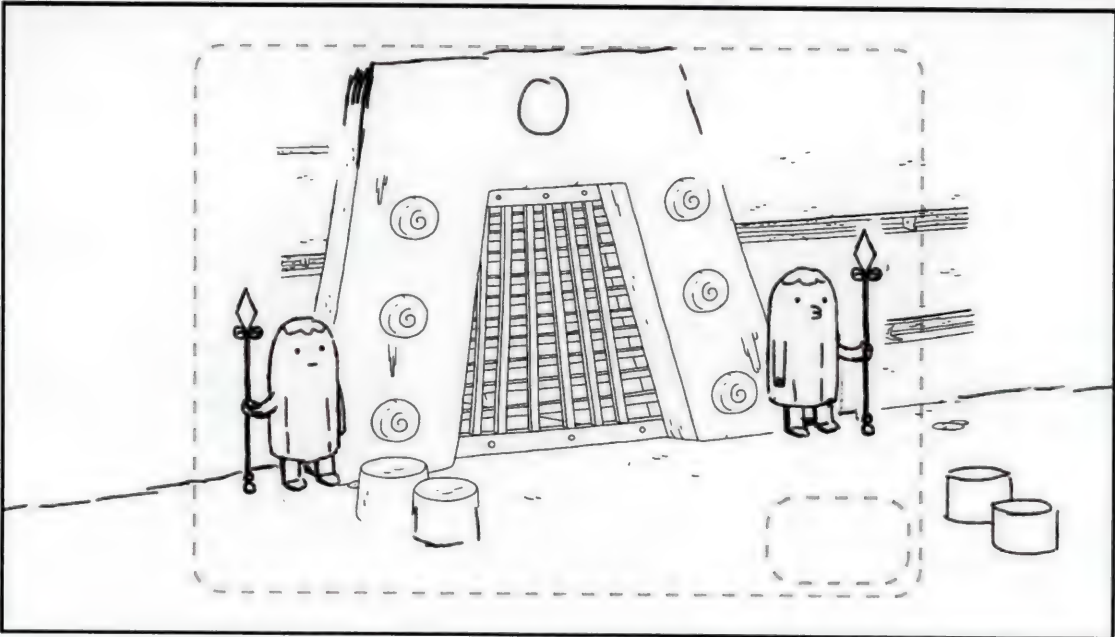
ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night



Sc. 15 Pnl. A Bg. day night



Dialog:
Action: TWO BGS GUARDING COMPOUND
Timing:

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EPISODE # 1034-233

1034/233

Production :

1034/233

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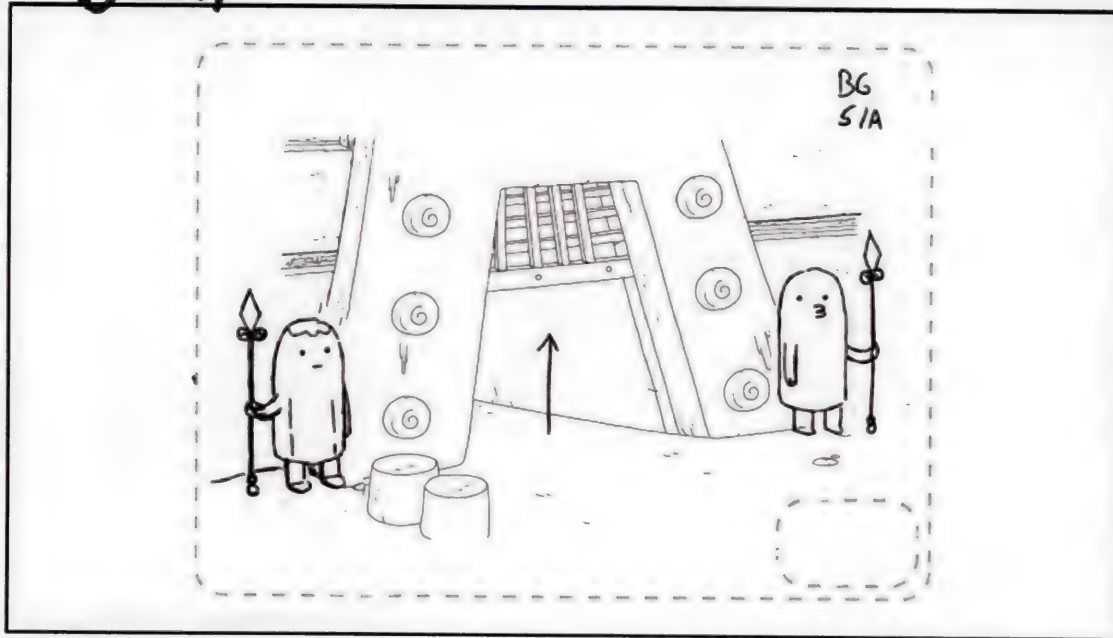
Page 24

Sc. 15 CONT

Pnl. B

Bg.

day night

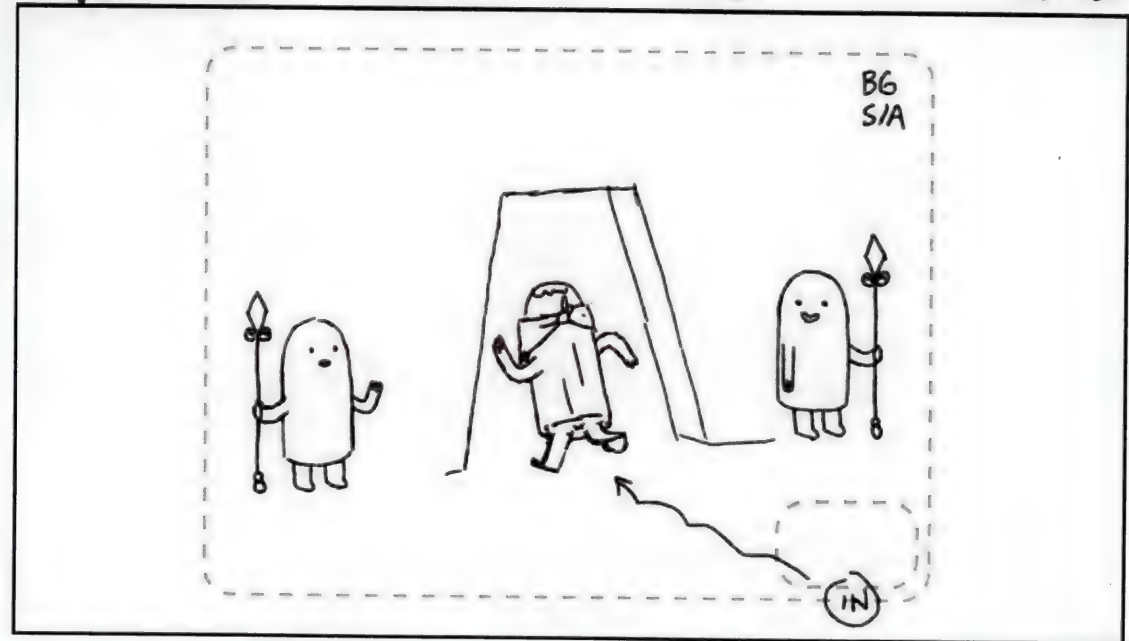


Sc. 15 CONT

Pnl. C

Bg.

day night



Dialog:

BG 1 / OH HI!
BG 2 / HEY. (OVERLAPPING)

Action:

DOOR OPENS, BGS NOTICE NONCHALANTLY

BG 16 RUNS IN

SEP 10 2015

Timing:

②



EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



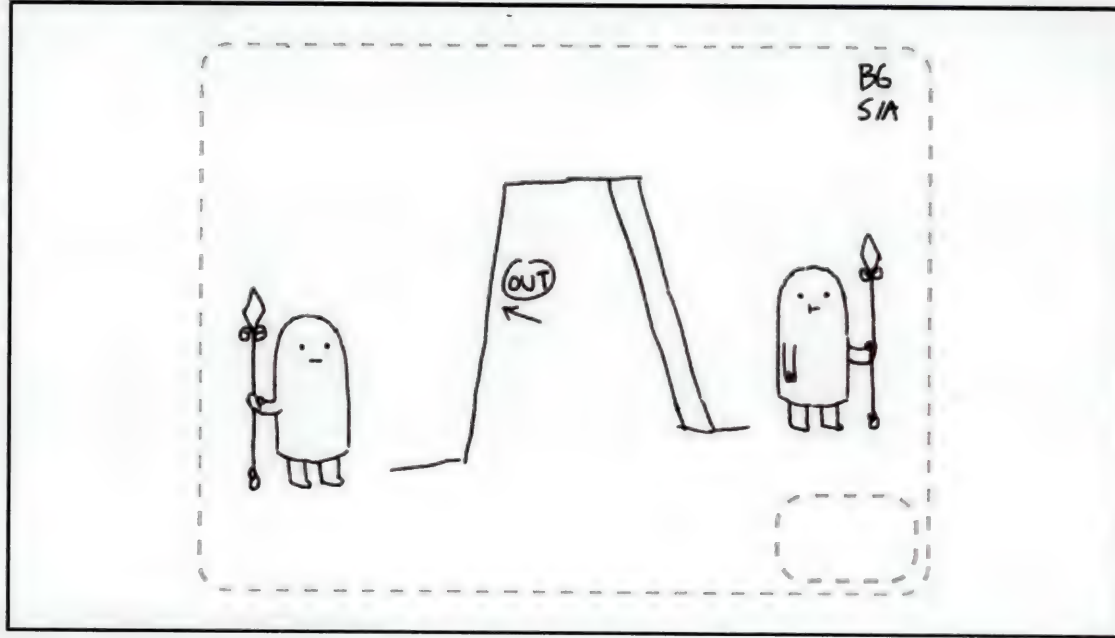
Page 25

Sc. 15 *CONT*

Pnl. D

Bg.

day night

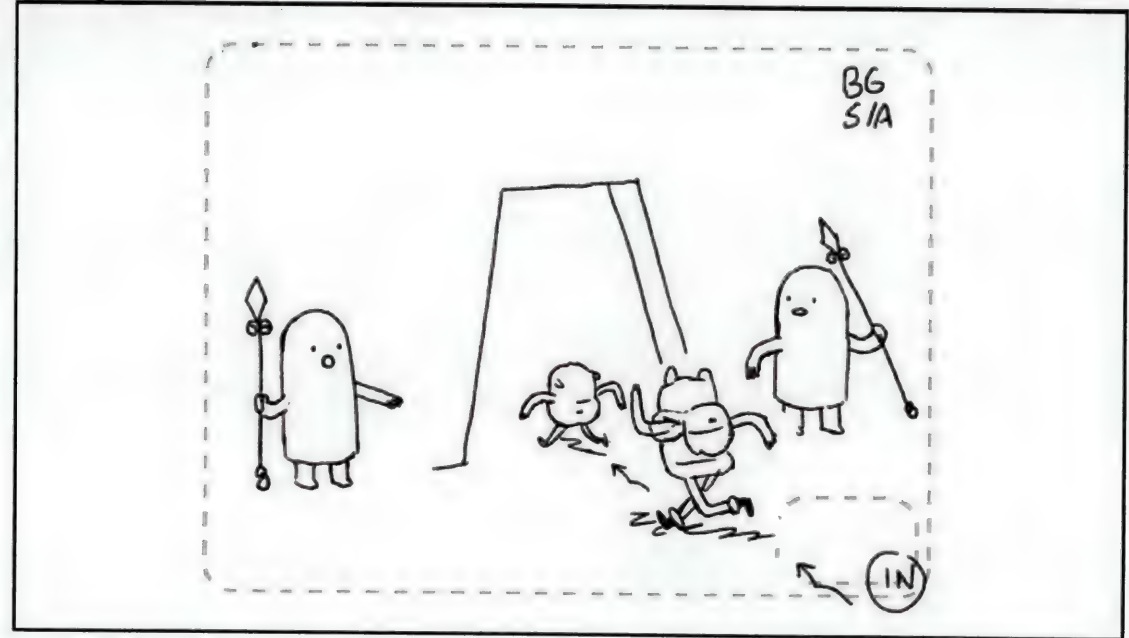


Sc. 16 *CONT*

Pnl. E

Bg.

day night



Dialog:

BG2 / HM!

BG1 / HEY STOP! (OVERLAPPING)
BG2 / NO WAITT...

Action:

F & J RUN AFTER HIM

SEP 10 2011

Timing:

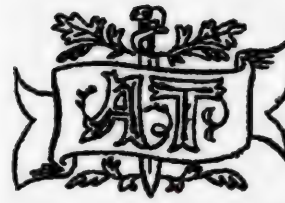
EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



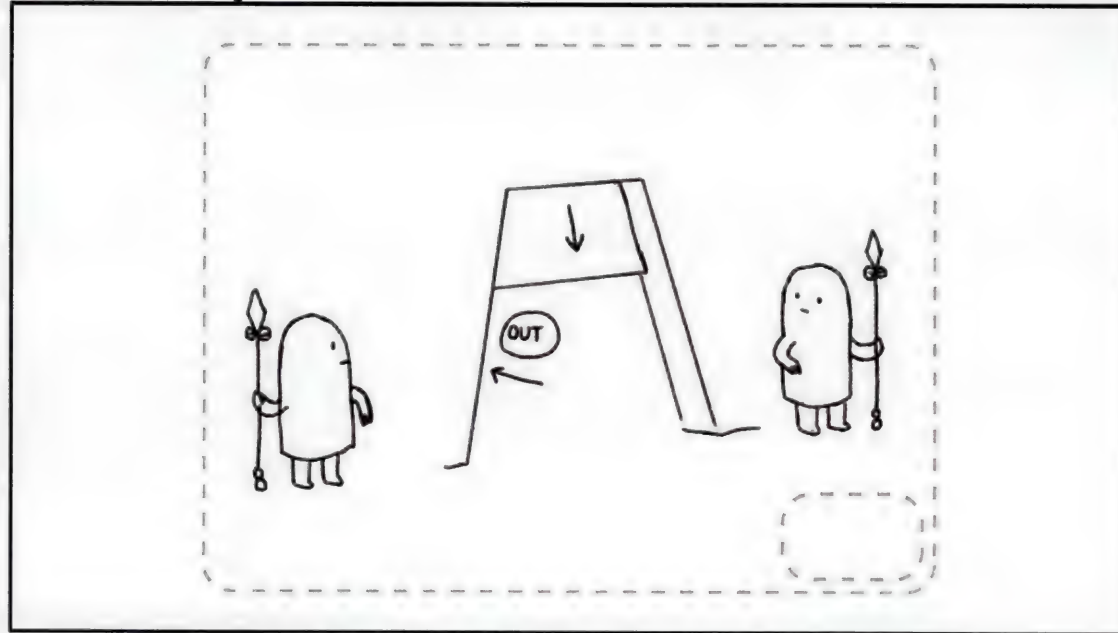
Page 26
26A NEXT
day night

Sc. 15 *CONT*

Pnl. F

Bg.

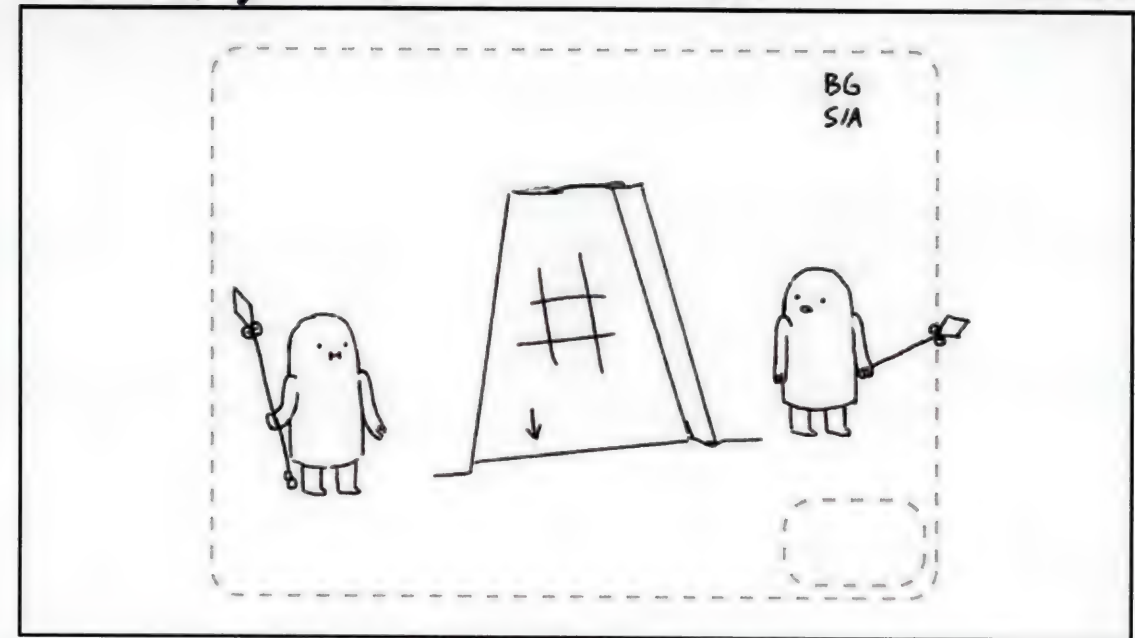
day night



Sc. 16 *CONT*

Pnl. G

Bg.



Dialog:

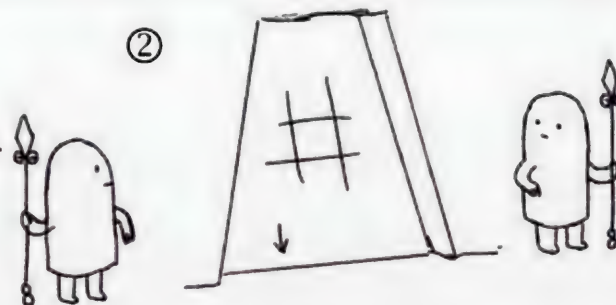
BG2/ EH.

Action:

DOOR SHUTS

BG5 SHRUG @ EACH OTHER SEP 10 2015

Timing:



EPISODE # 1034-233

1034/233

Production :

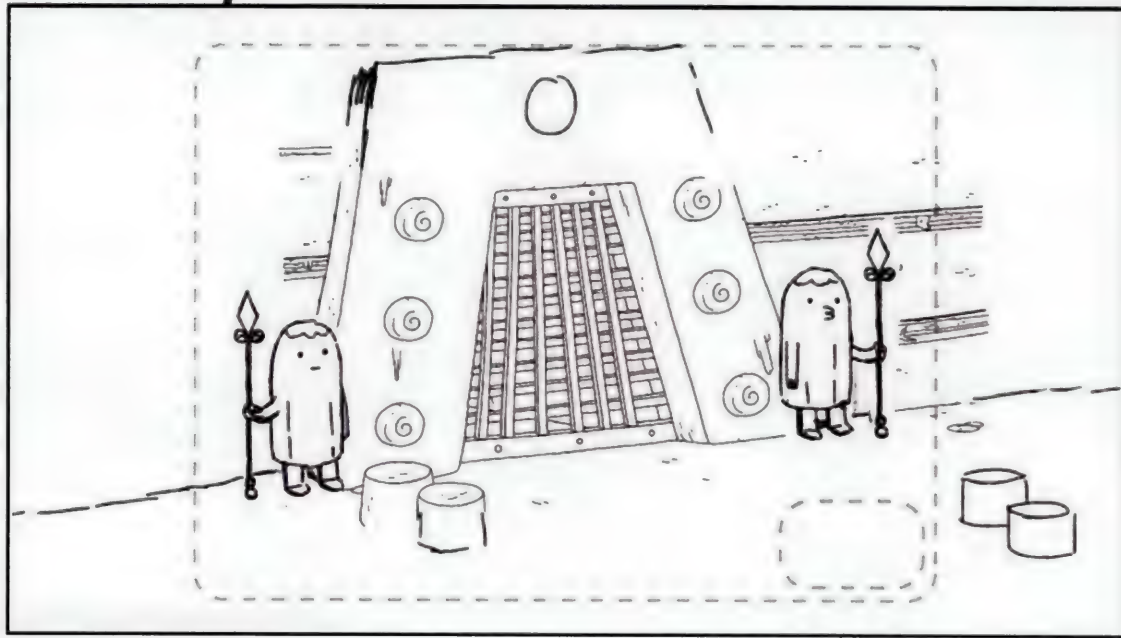
1034/233

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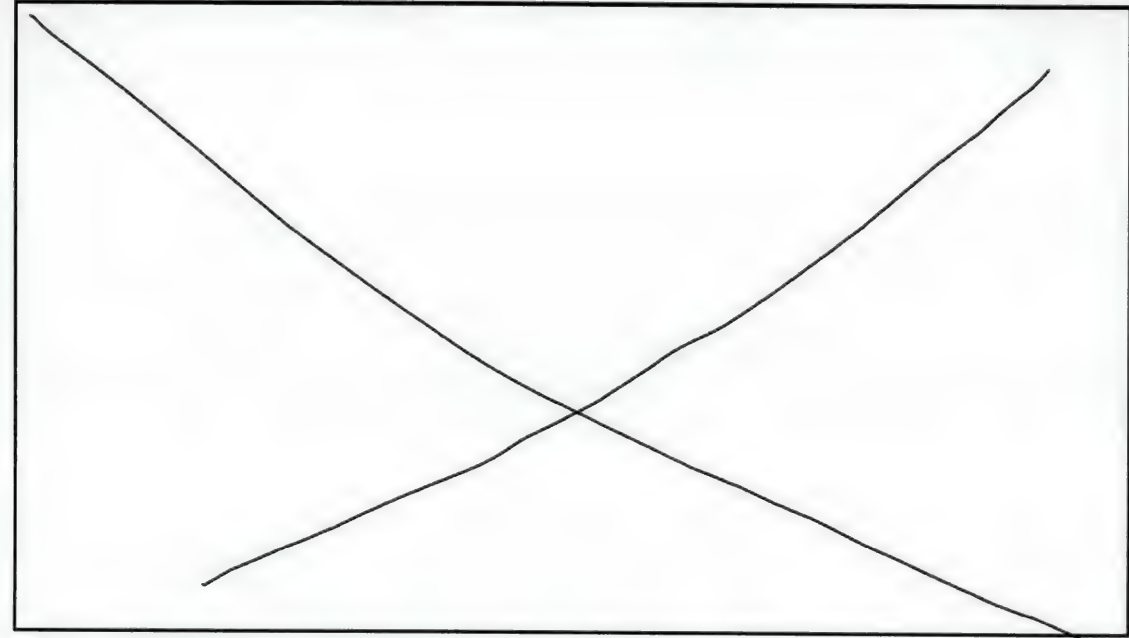


Page 26 A
27 next
day night

Sc. 15 *cont* Pnl. h Bg. day night



Sc. Pnl. Bg.



Dialog:
Action:
Timing:

SEP 10 2015

EPISODE # 1034-233

Production :

1034/233

1034/233

1034/233

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ADVENTURE TIME



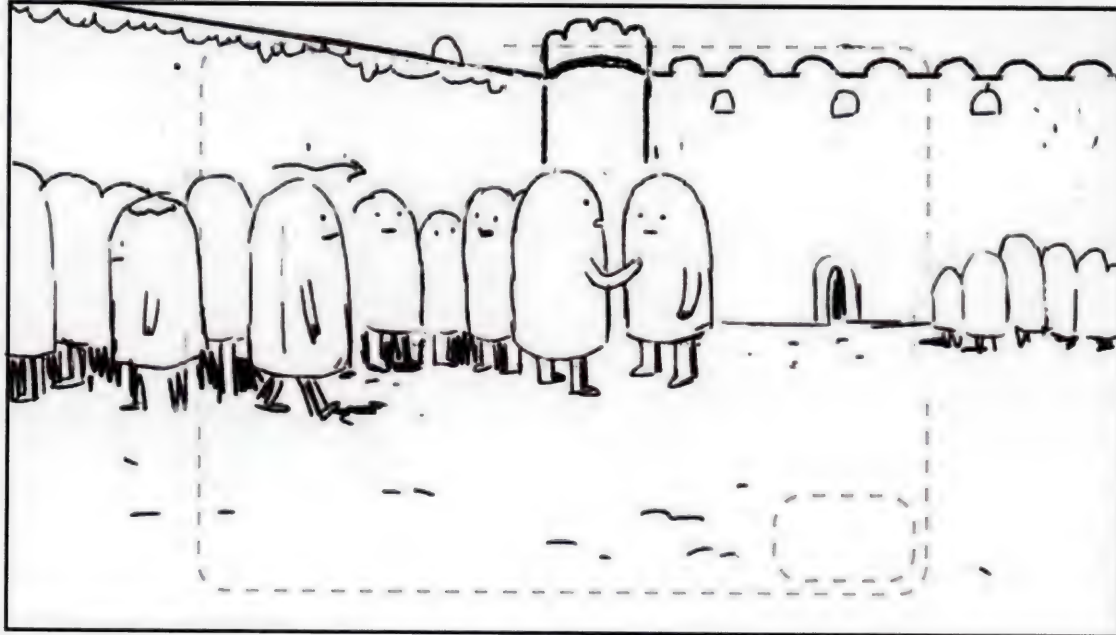
Page 27

Sc. 16

Pnl. A

Bg.

day night

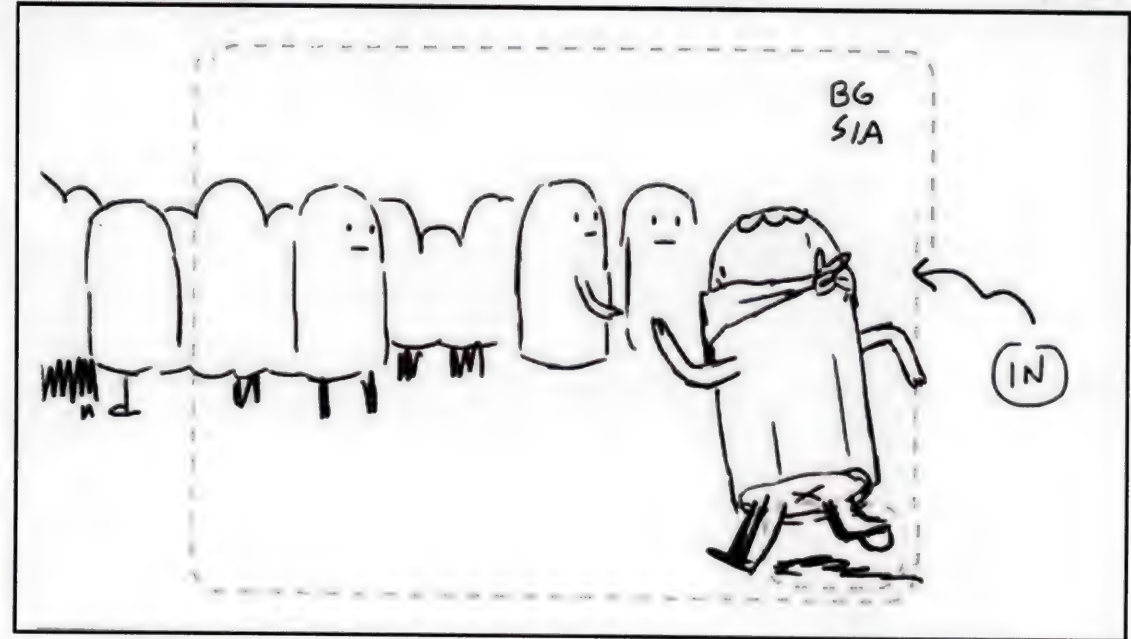


Sc. 16 *cont*

Pnl. B

Bg.

day night



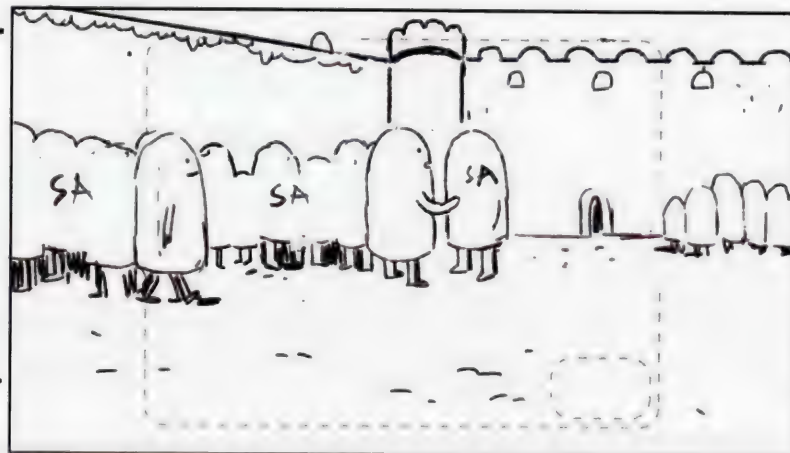
Dialog:

Action:

BGS MILLING AROUND

Timing:

(SP)



BG16 RUNS O/S, NOBODY REALLY CARES

SEP 10 2015

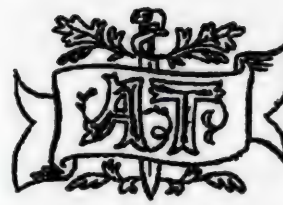
EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



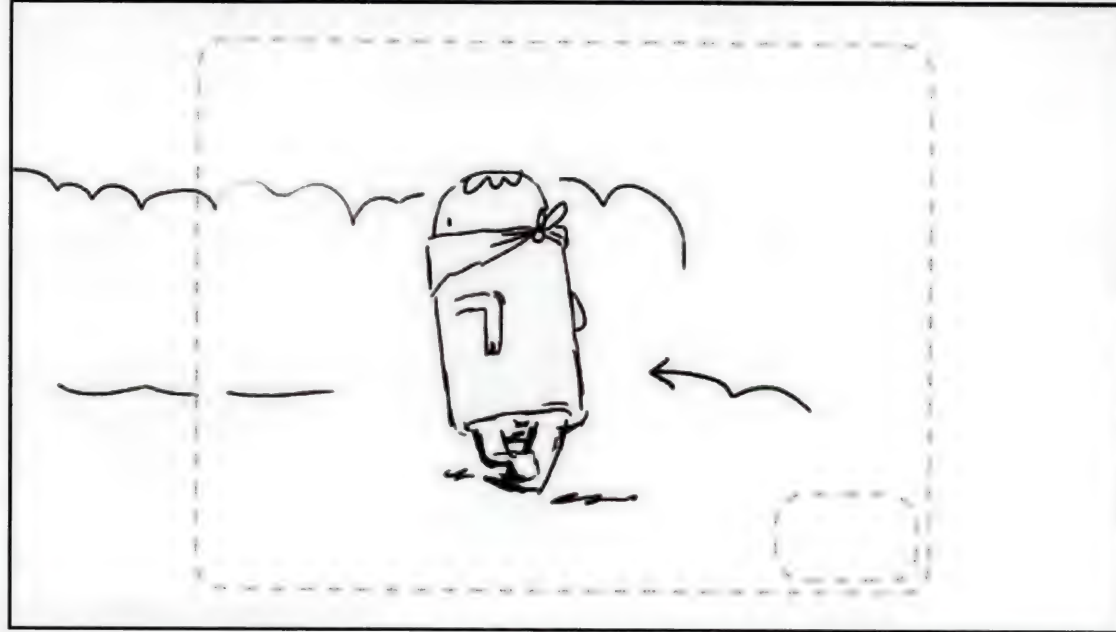
Page 28

Sc. 16 *CONT*

Pnl. C

Bg.

day night



Sc. 16 *CONT*

Pnl. D

Bg.

day night



Dialog:

F/(OIS) STOP!!

Action:

BG16 ABRUPTLY STOPS & TURNS

SEP 10 2015

Timing:

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



Page 29

Sc. 17

Pnl. A

Bg.

day night

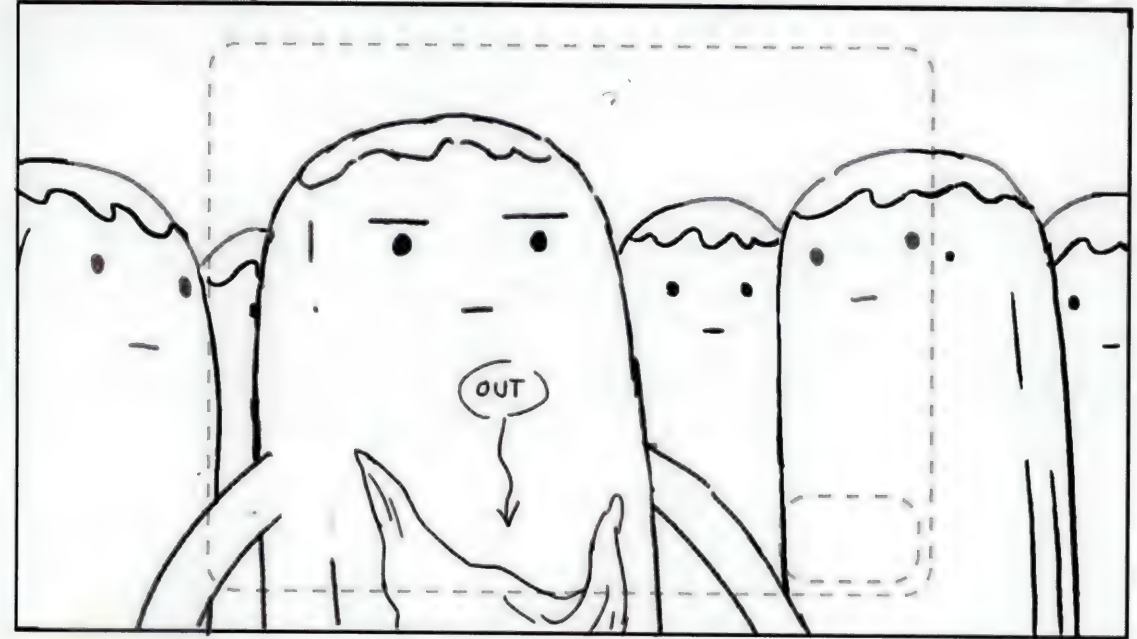


Sc. 17 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



EPISODE # 1034-233

1034/233

Production :

1034/233

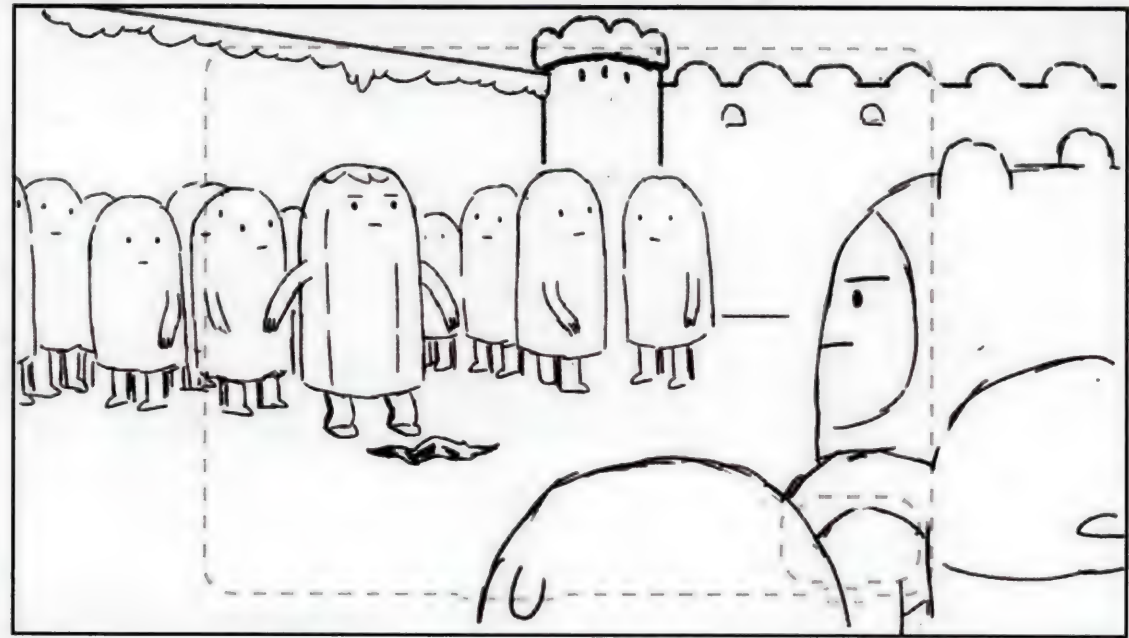
1034/233

ADVENTURE TIME

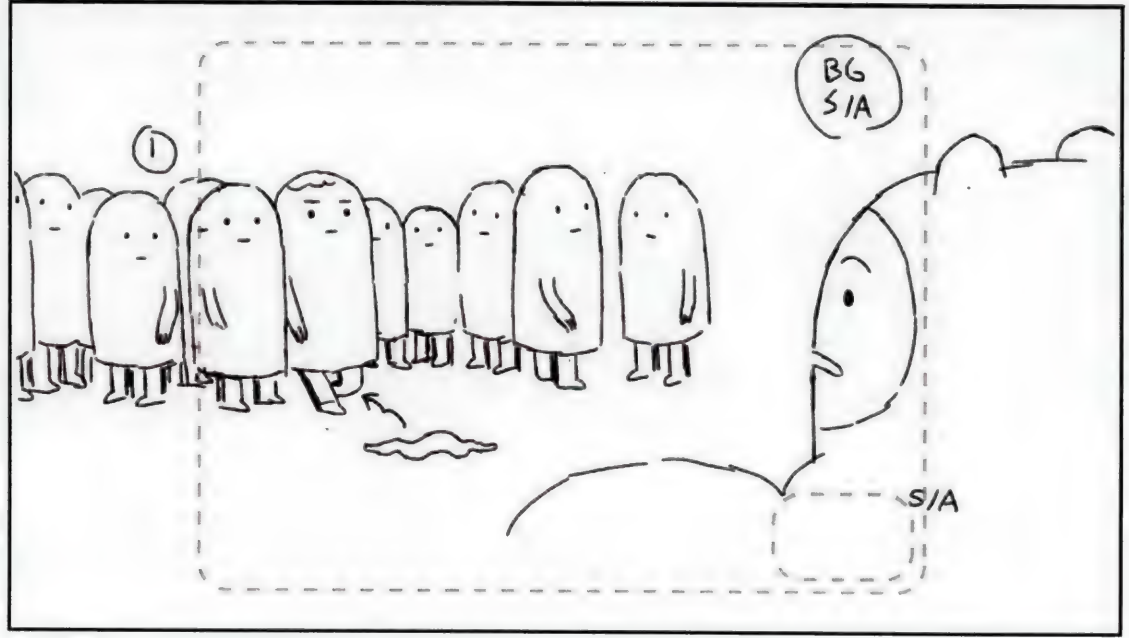


Page 30

Sc. 18 Pnl. A Bg. day night



Sc. 18 *cont* Pnl. B Bg. day night



Dialog:
Action:
Timing:

BG16 STEPS BACK & MELTS INTO CROWD, BGS CONTINUE MILLING AROUND

SEP 10 2013

EPISODE # 1034-233

Production :

1034/233

1034/233

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ADVENTURE TIME



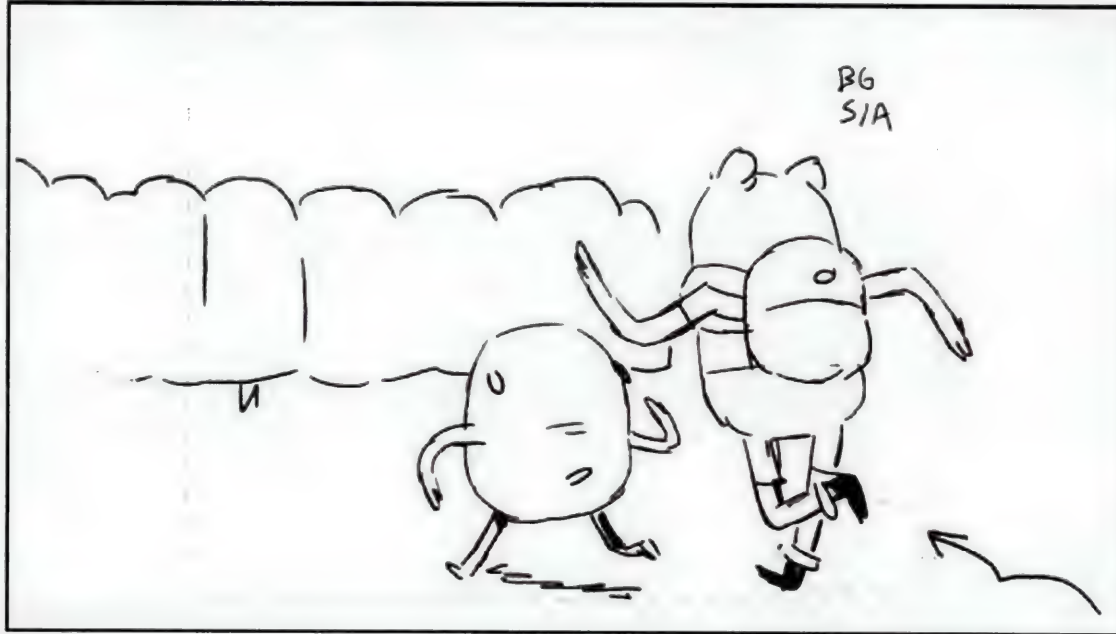
Page 31

Sc. 18 *CONT*

Pnl. c

Bg.

day night

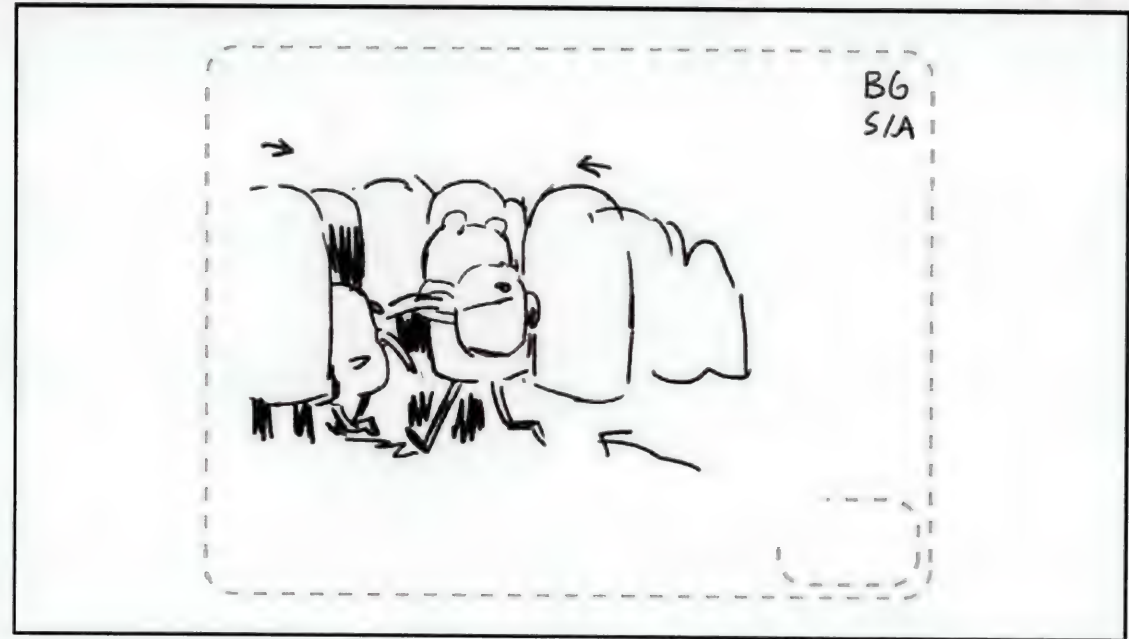


Sc. 18 *CONT*

Pnl. d

Bg.

day night



Dialog:

f/ Hey!!

Action:

F&J RUN AFTER HIM

F & J DISAPPEAR INTO CROWD

SEP 10 2015

Timing:

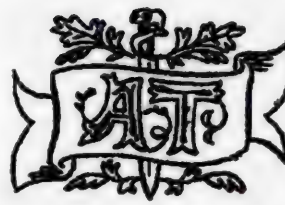
EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



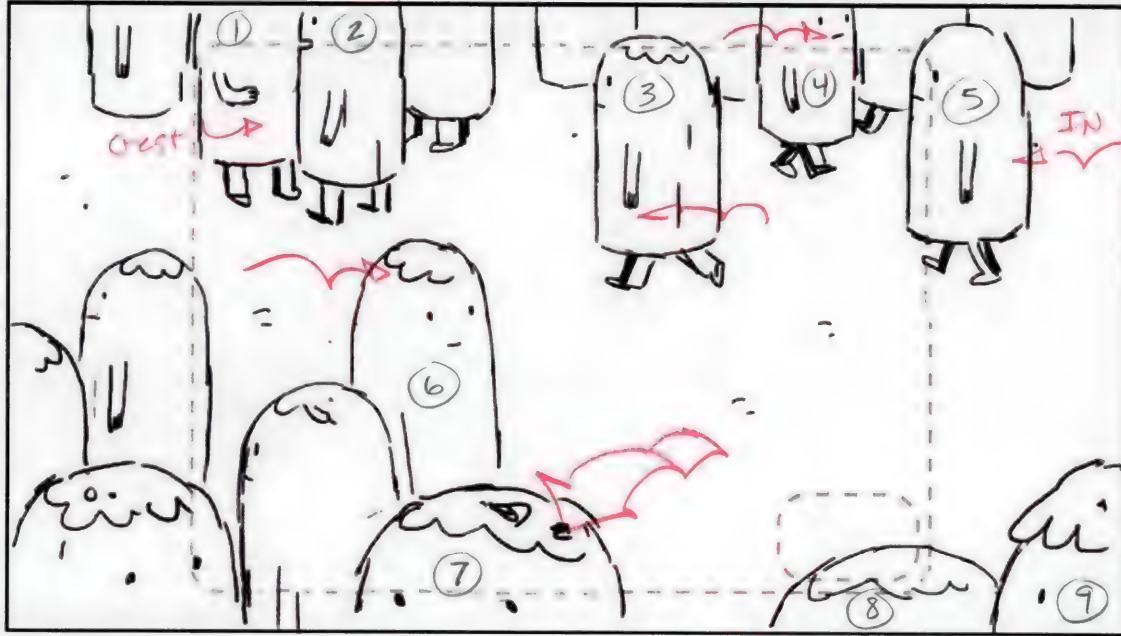
Page **32**
NO PG 33
day night

Sc. 19

TAK
Pnl. A

Bg.

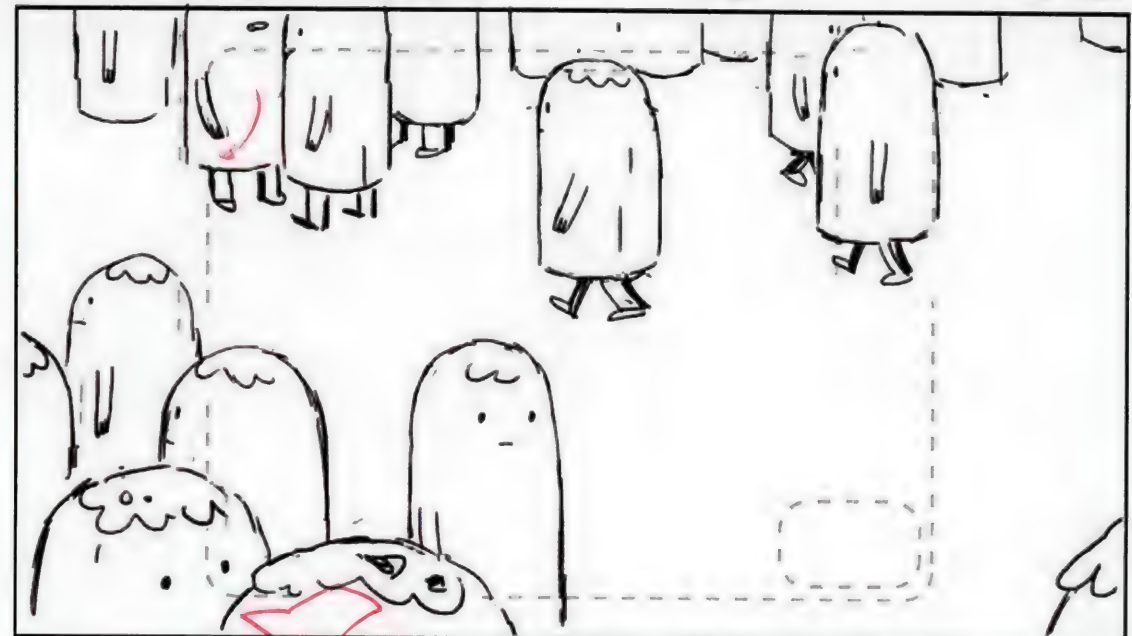
day night



Sc. 19 *cont*

Pnl. B

Bg.



Dialog:

Action:

BG CROWD WALKIN AROUND

SEP 10 2015

Timing:

EPISODE # 1034-233

1034/233

Production :

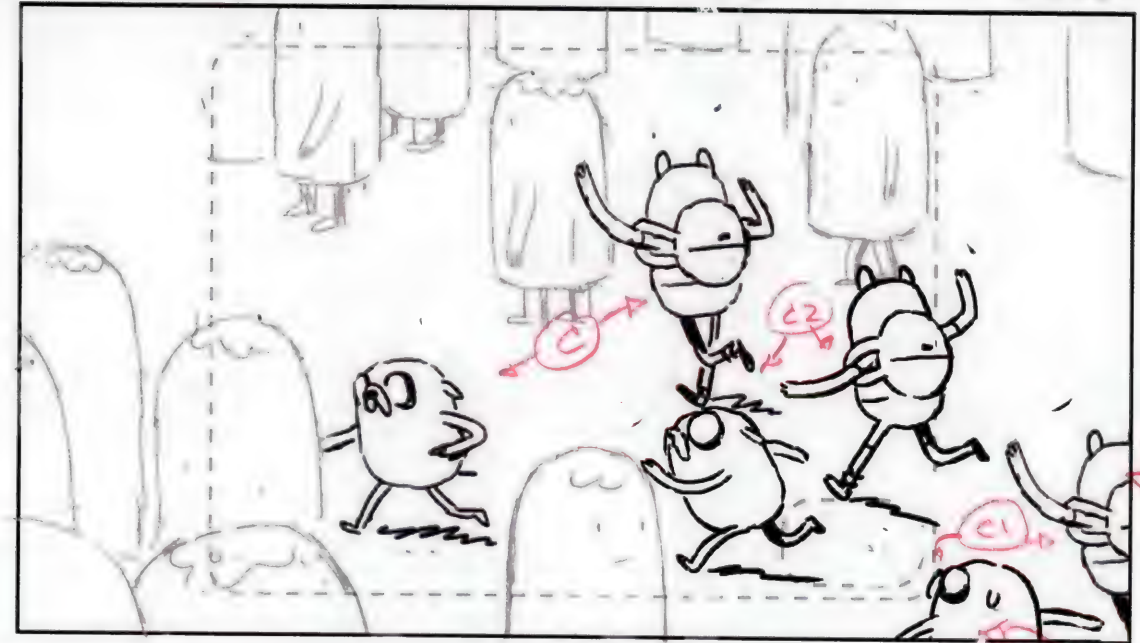
1034/233

ADVENTURE TIME



Page 34

Sc. Pnl. Bg. day night Sc. 19 *cont* Pnl. C Bg. day night



Dialog:	
Action:	
RUNS O/S	F & J RUN @ BGS
Timing:	SEP 10 2015

1034-233

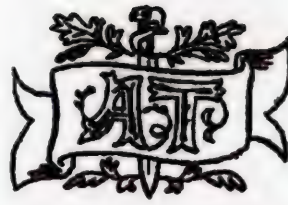
EPISODE #

1034/233

Production :

1034/233

ADVENTURE TIME



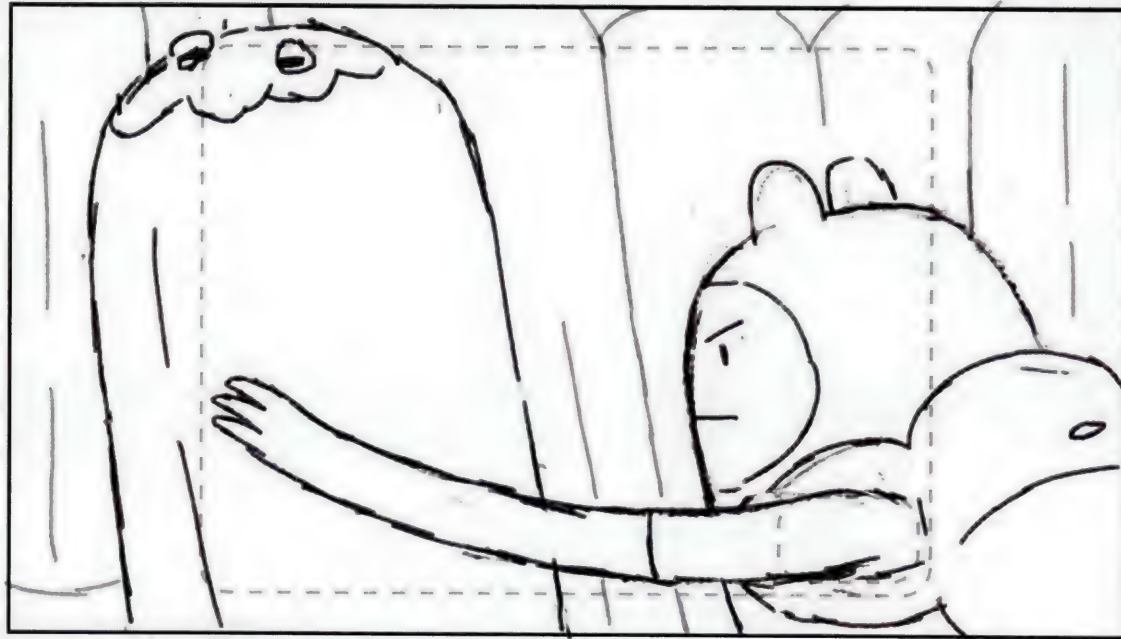
Page 35

Sc. 20

Pnl. A

Bg.

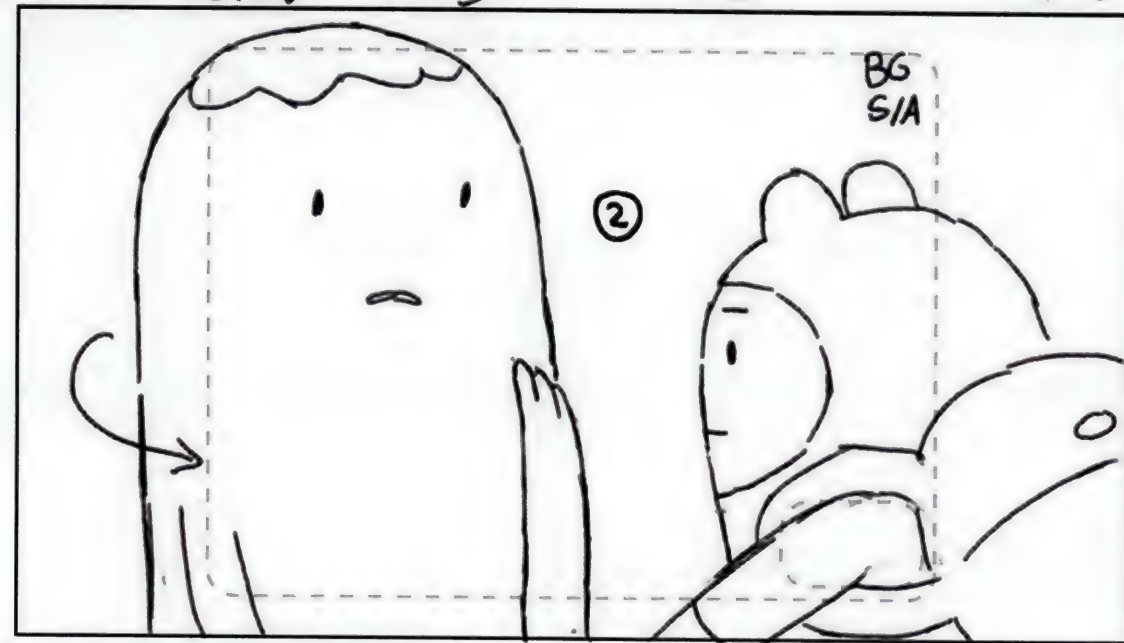
day night



Sc. 20 *cont* Pnl. B

Bg.

day night

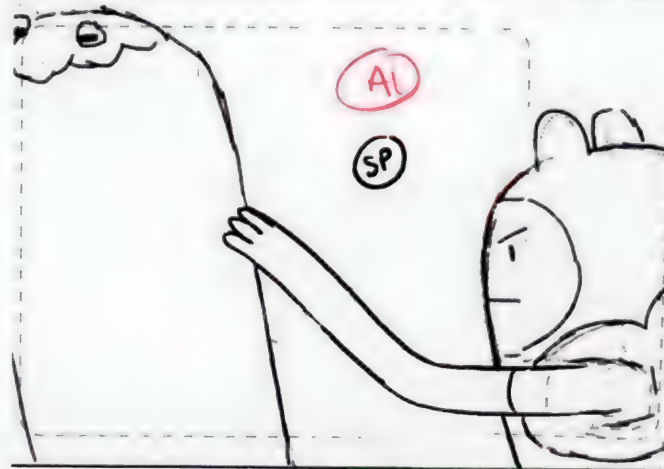


Dialog:

Action:

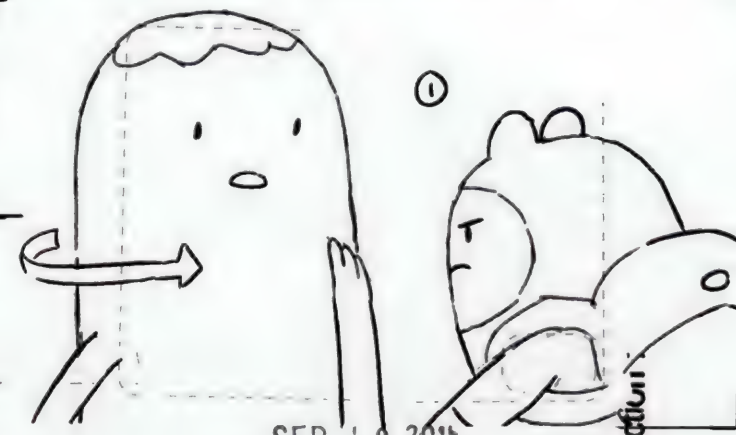
F GRABS BG

Timing:



BG / HUH??

URNS BG
AROUND



* GRAB & TURN SCENES GO SUPER QUICK

SEP 10 2015

EPISODE # 1034-233

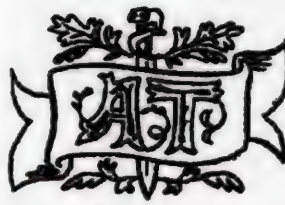
1034/233

1034/233

1034/233

Production

ADVENTURE TIME



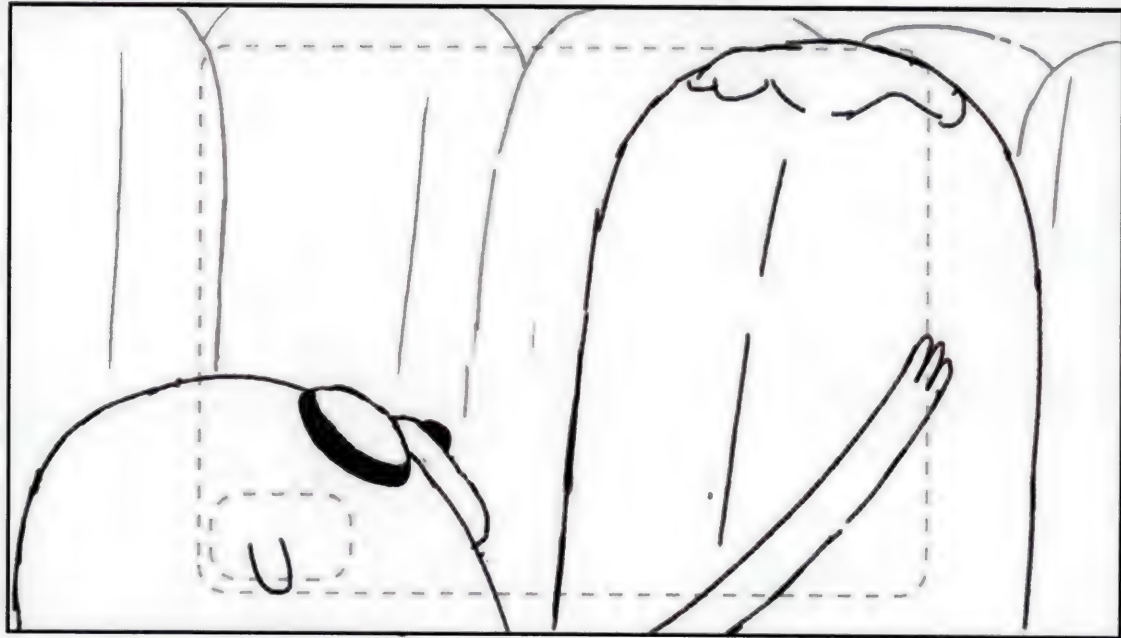
Page 36

Sc. 21

Pnl. A

Bg.

day night

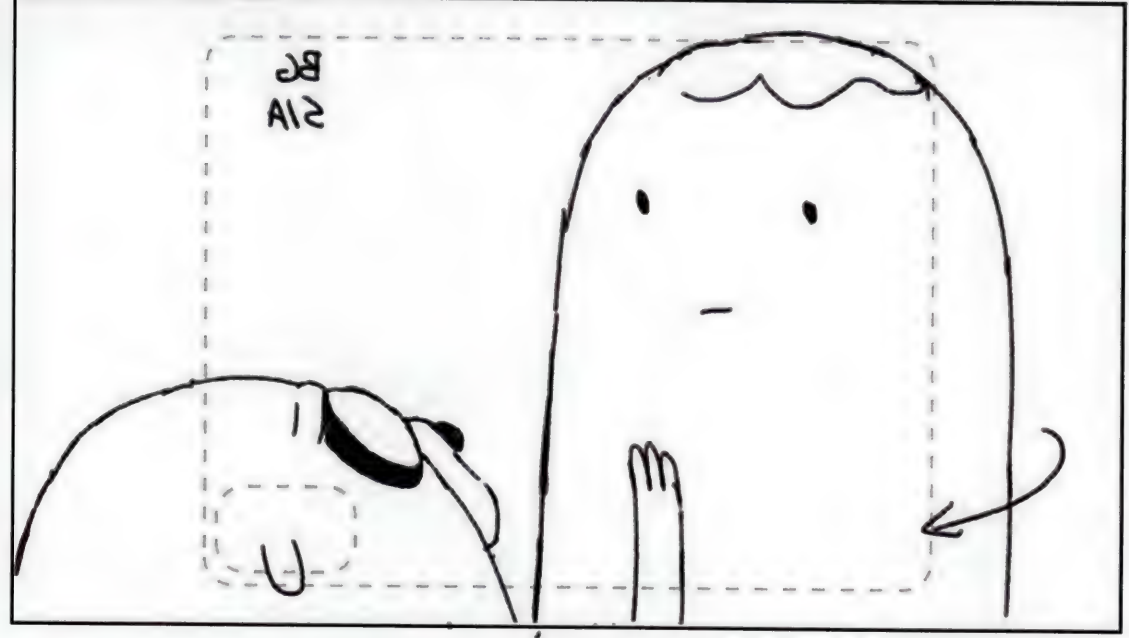


Sc. 21 *CONT*

Pnl. B

Bg.

day night



Dialog:	
BG / UH ...	
Action:	
J GRABS	TURN3
Timing:	SEP 10 2015

EPISODE # 1034-233

1034/233

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1034/233

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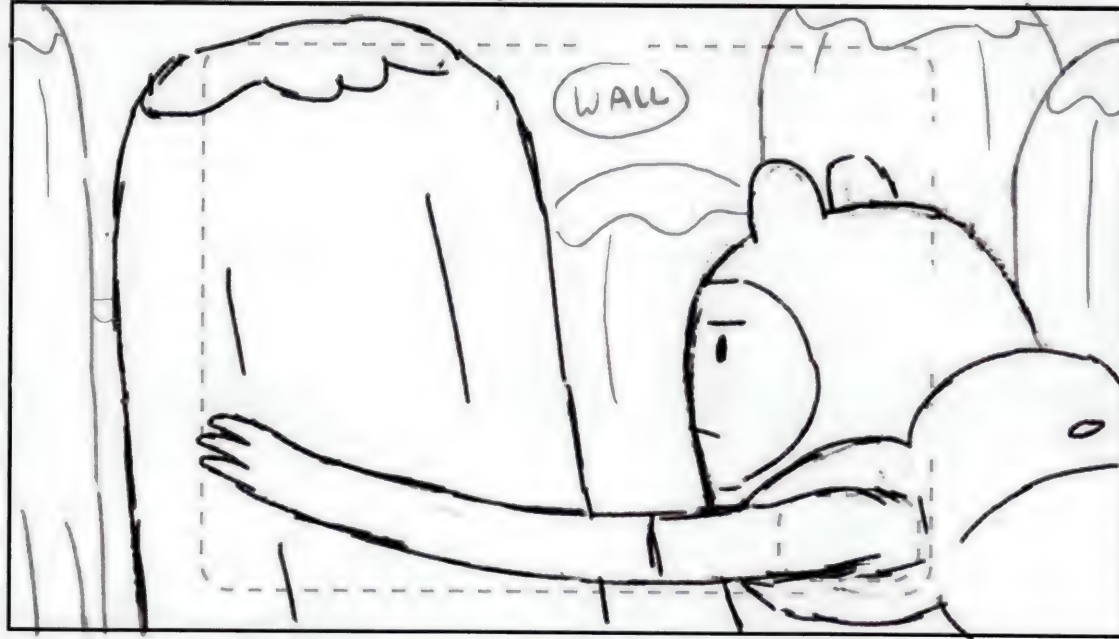
Page 37

Sc. 22

Pnl. A

Bg.

day night

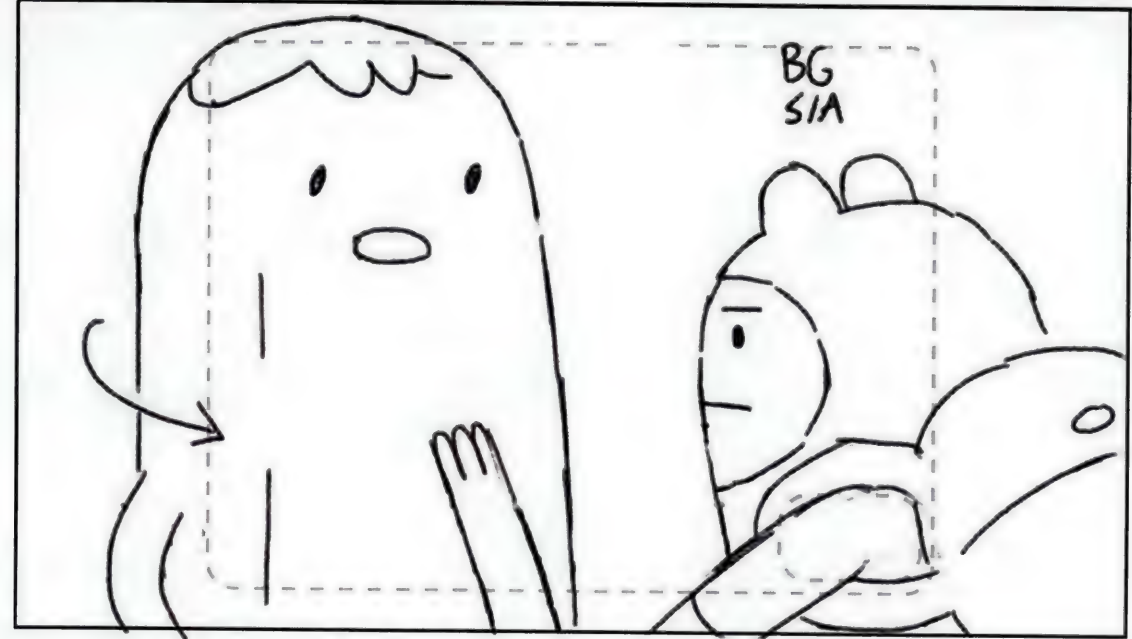


Sc. 22 *CONT*

Pnl. B

Bg.

day night



Dialog:

BG / HI

Action:

SAME

SEP 10 2015

Timing:

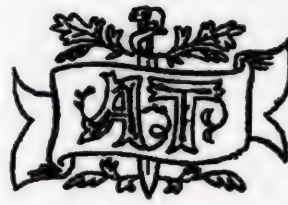
EPISODE # 1034-233

Production :

1034/233

1034/233

ADVENTURE TIME



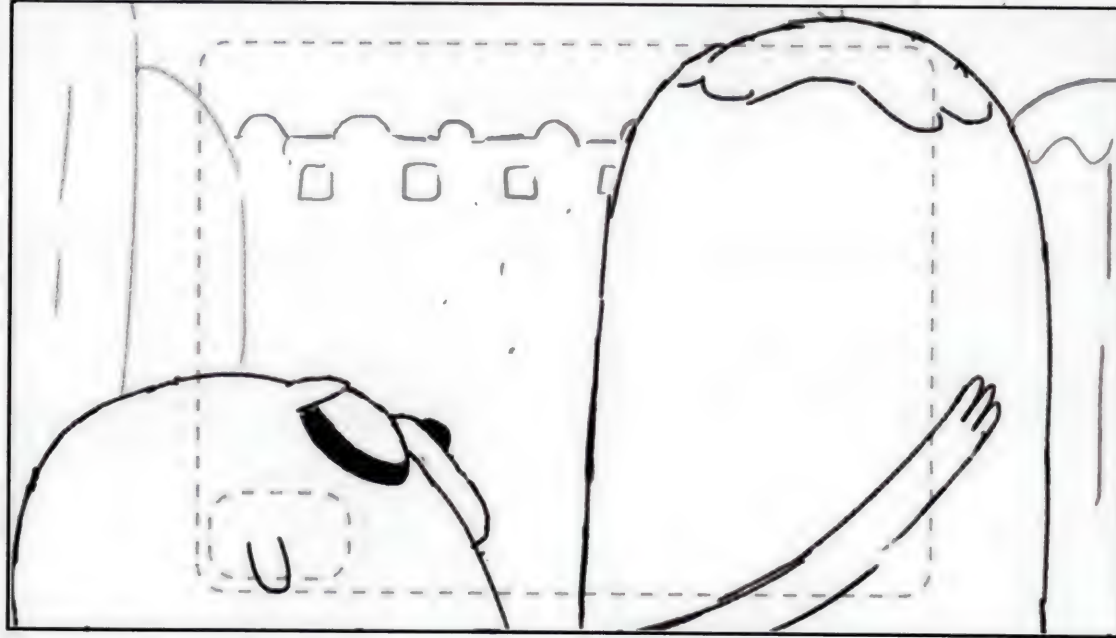
Page 38

Sc. 23

Pnl. A

Bg.

day night

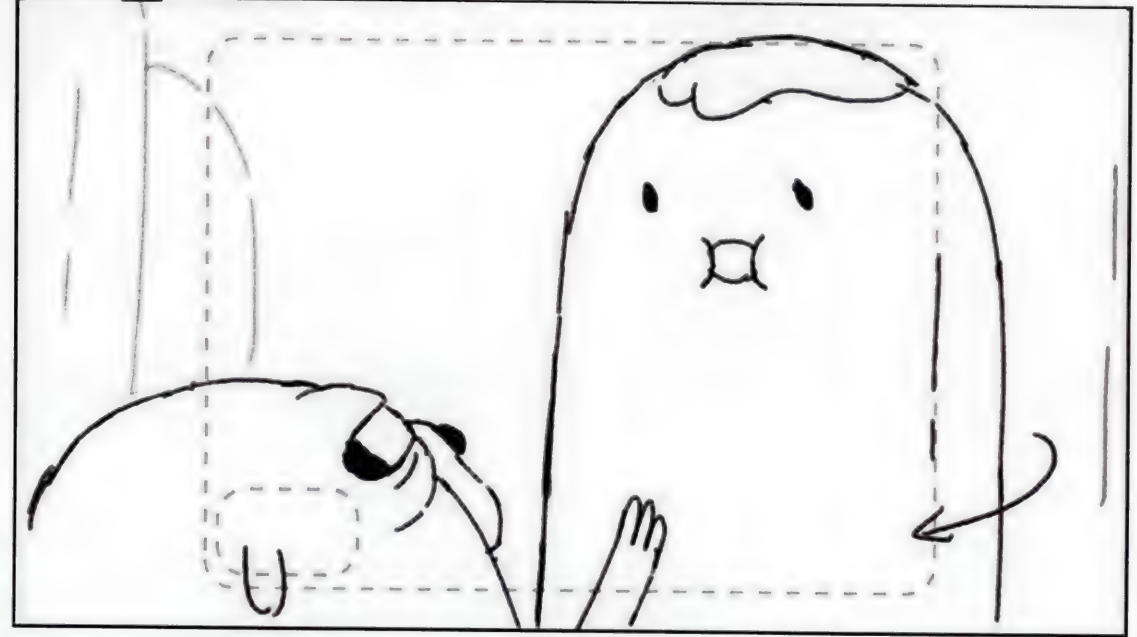


Sc. 23 *cont*

Pnl. B

Bg.

day night



Dialog:

BG / HELLOOO

Action:

SAME

SEP 10 2015 2015

Timing:

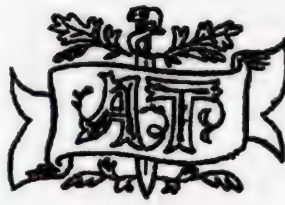
EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



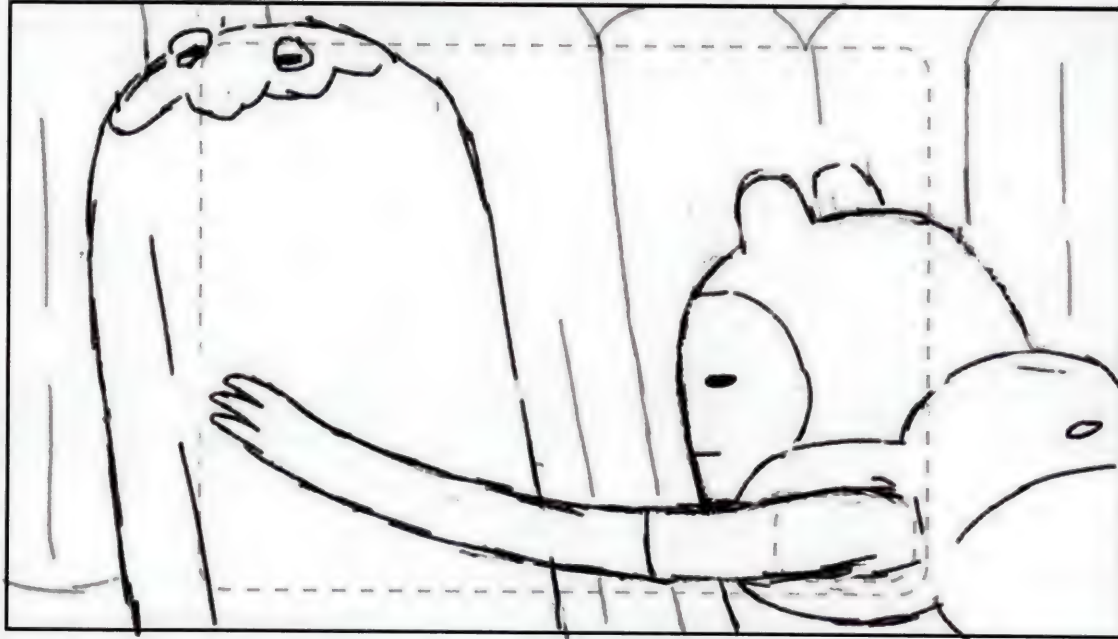
Page 39

Sc. 24

Pnl. A

Bg.

day night



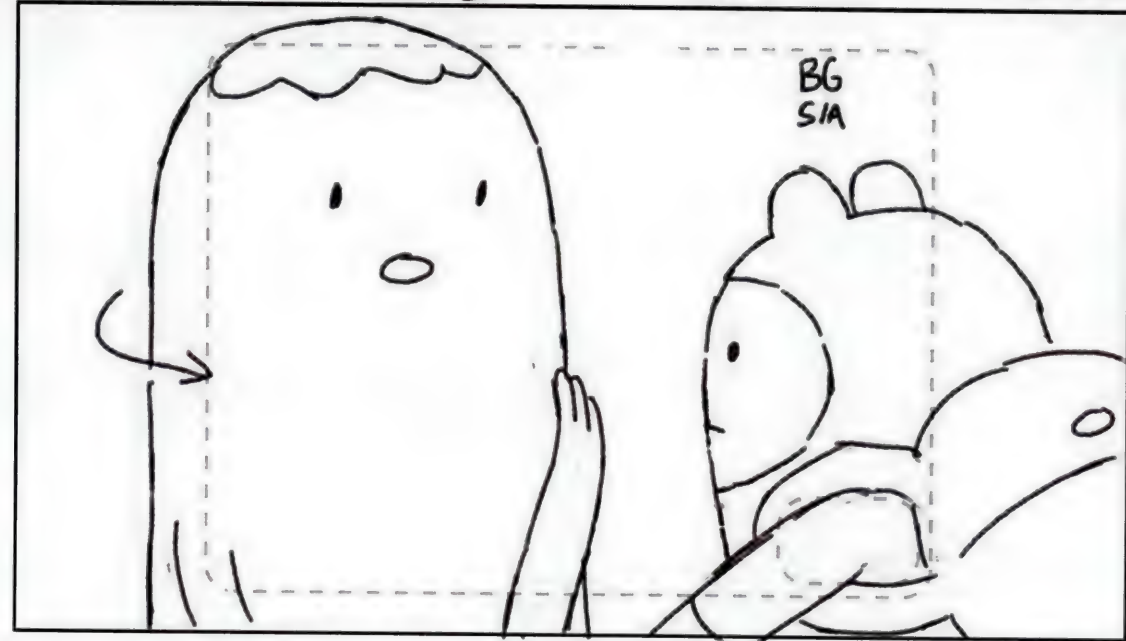
Sc. 24

CONT

Pnl. B

Bg.

day night



Dialog:

BG/ YOU ALREADY GRABBED ME!

Action:

SAME

SEP 10 2015

Timing:

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



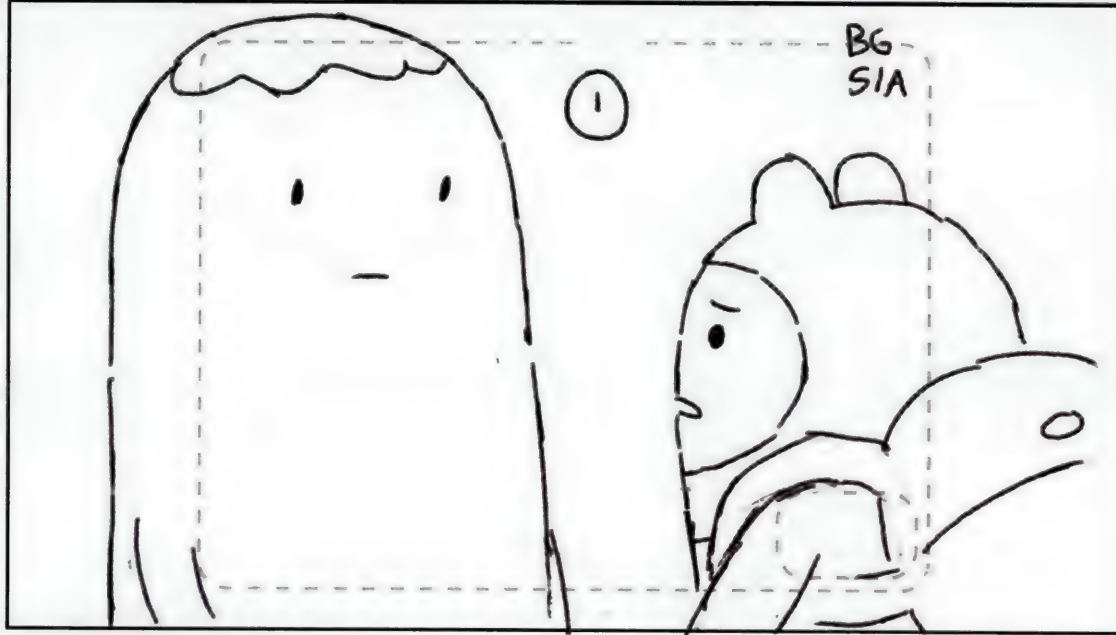
Page 40

Sc. 24 *cont*

Pnl. C

Bg.

day night

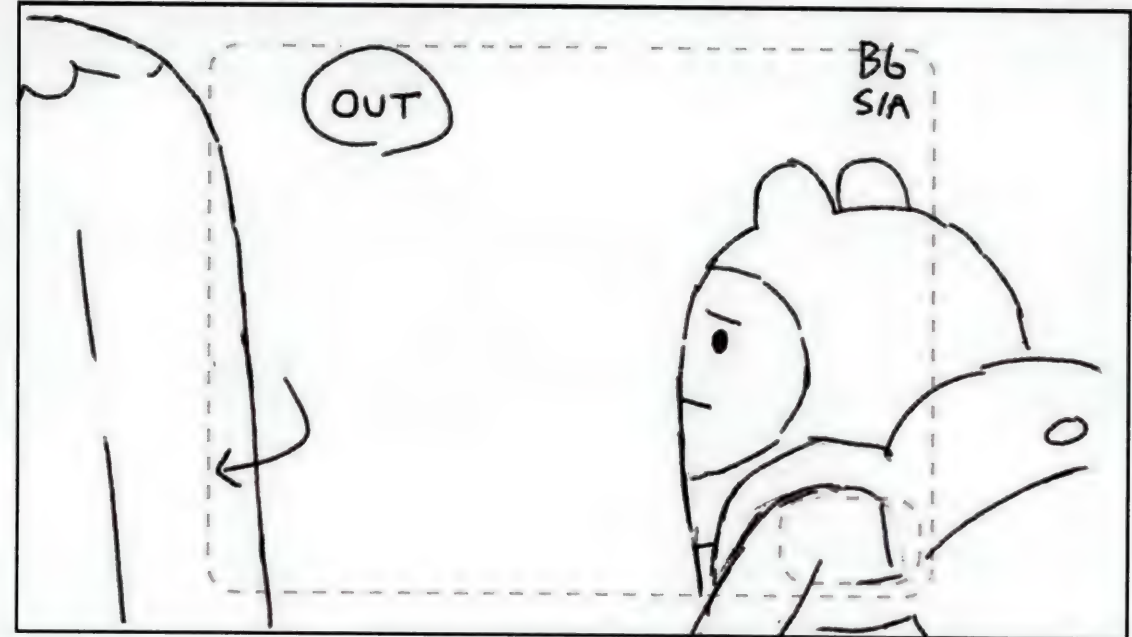


Sc. 24 *cont*

Pnl. D

Bg.

day night



Dialog:

F/ YOU SURE?

Action:



BG WALKS AWAY

Timing:

SEP 10 2015

1034-233

EPISODE #

1034/233

Production :

1034/233

ADVENTURE TIME



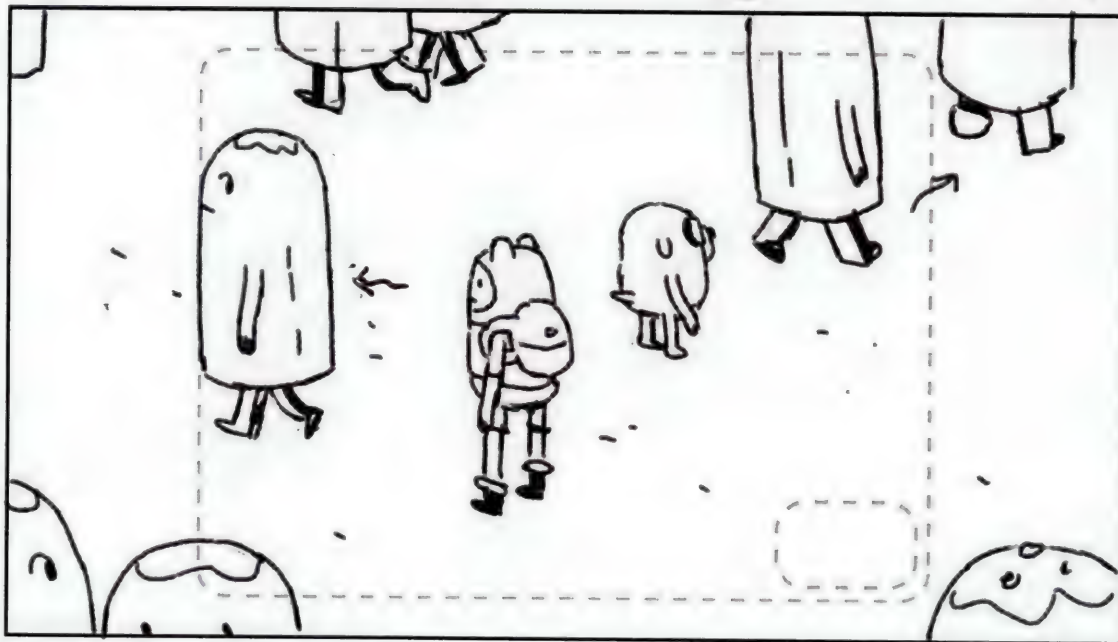
Page 41

Sc. 25

Pnl. A

Bg.

day night

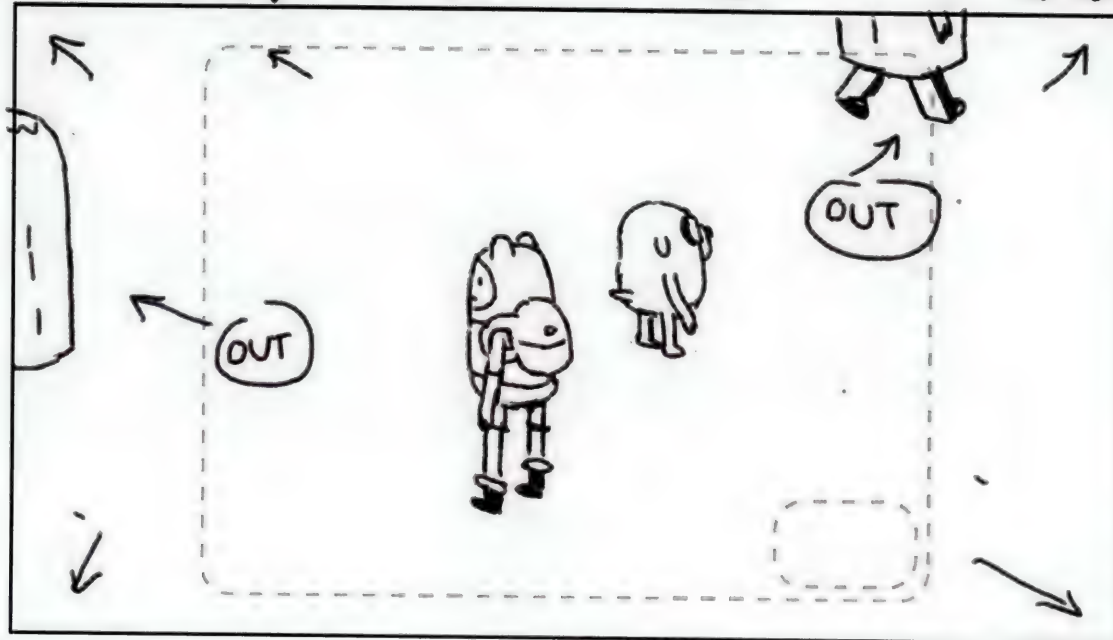


Sc. 25 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



ALL BGS EXIT

SEP 10 2015

Production :

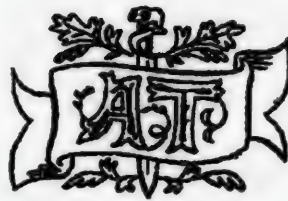
EPISODE # 1034-233

1034/233

1034/233

1034/233

ADVENTURE TIME



NO SC'S
26-27

Page 42
NO PG 43
day night

Sc. 25 *cont*

Pnl. C

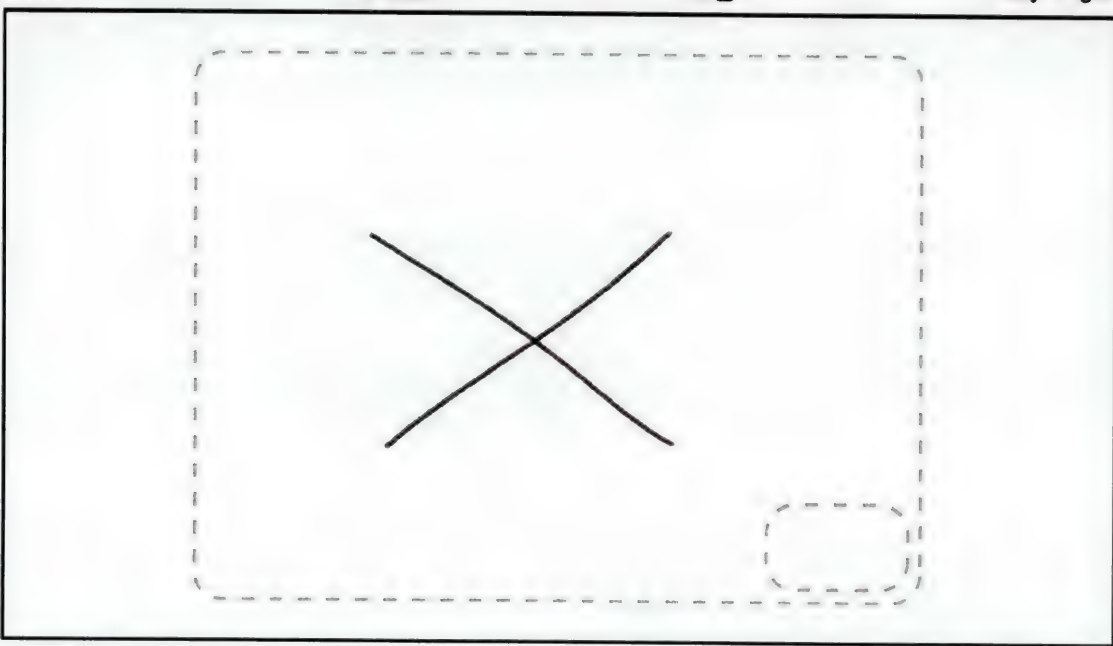
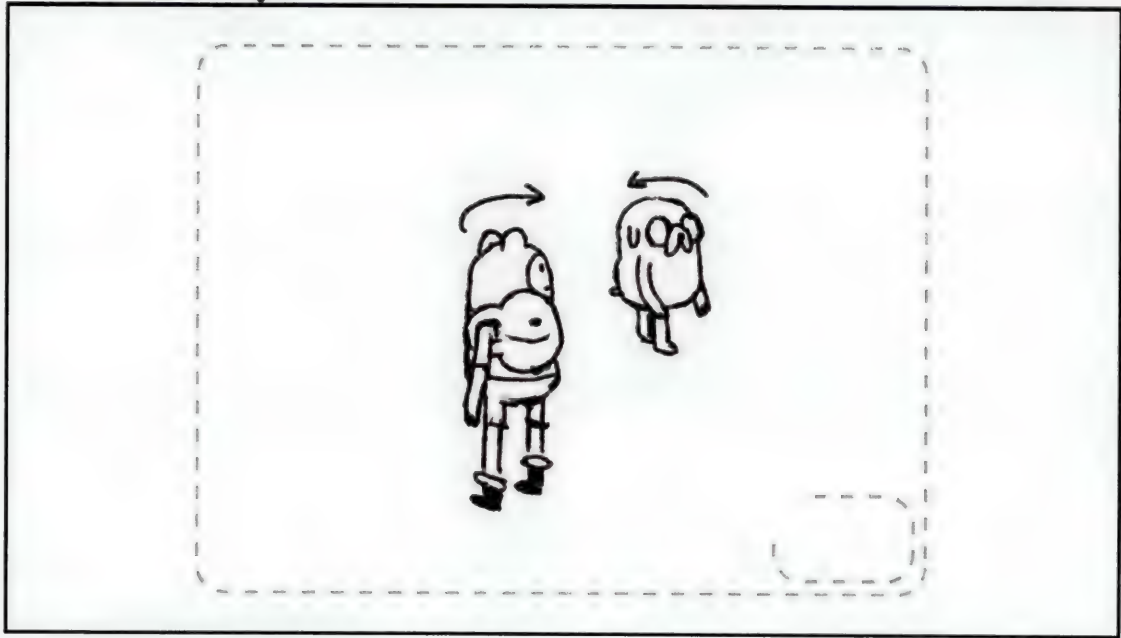
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:	
Action:	F & J LOOK AT EACH OTHER, LOST
Timing:	SEP 10 2015

1034-233

EPISODE #

1034/233

Production :

1034/233

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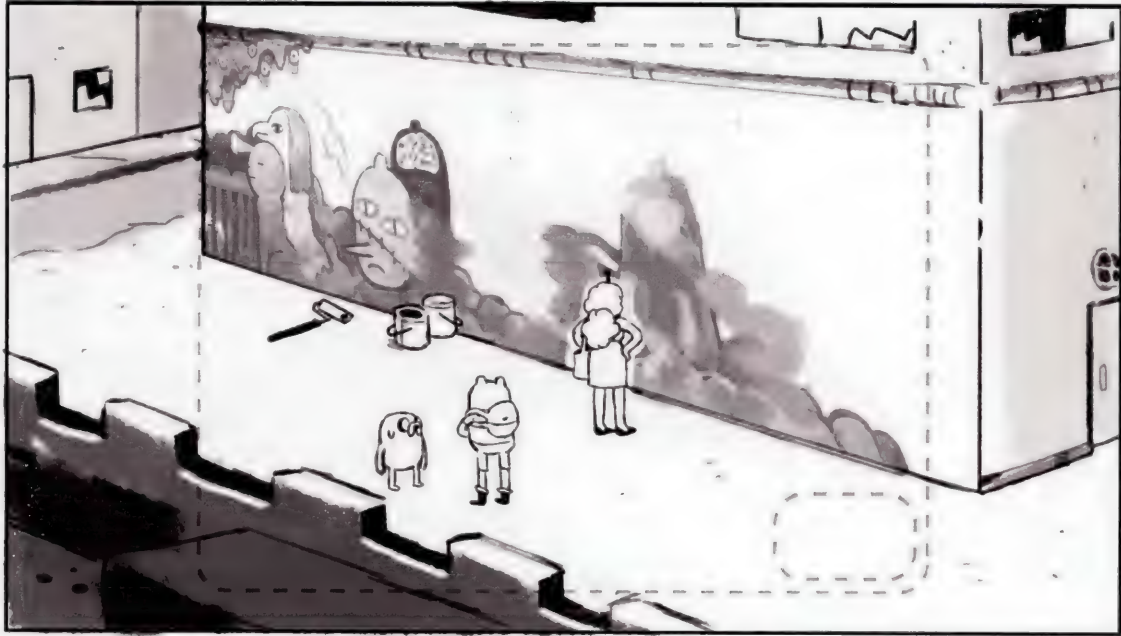


Sc. 28

Pnl. A

Bg.

day night



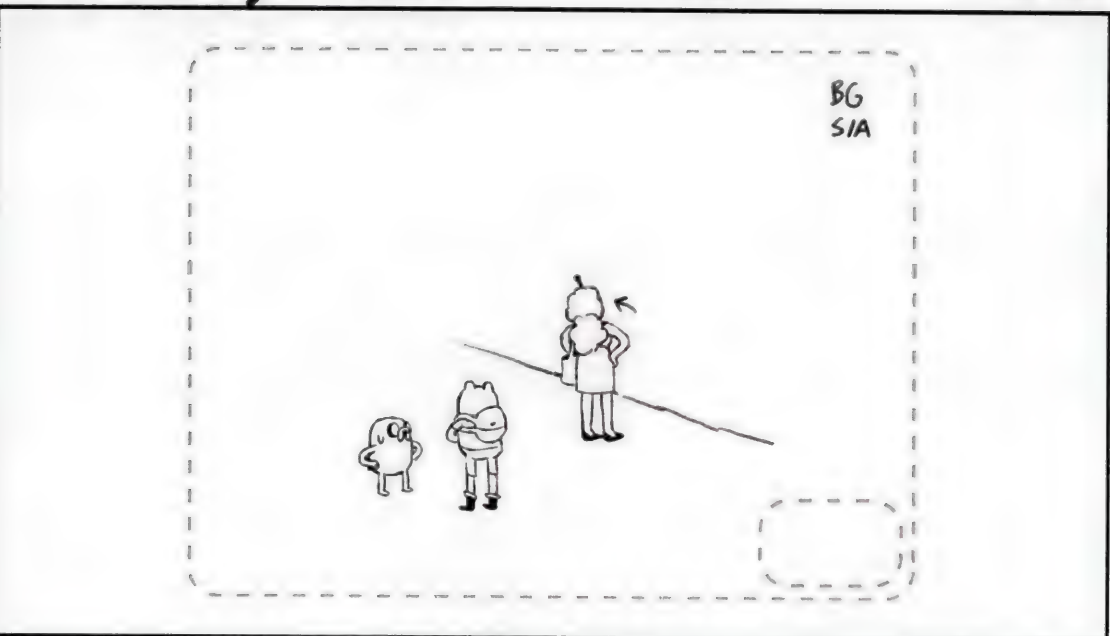
Sc. 28

CONT

Pnl. B

Bg.

day night



Dialog:	PB / hhhm..	
Action:	NEXT DAY, PB INSPECTING WALL IN ALLEY	PB TILTS HEAD
Timing:	SEP 10 2015	

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Production :

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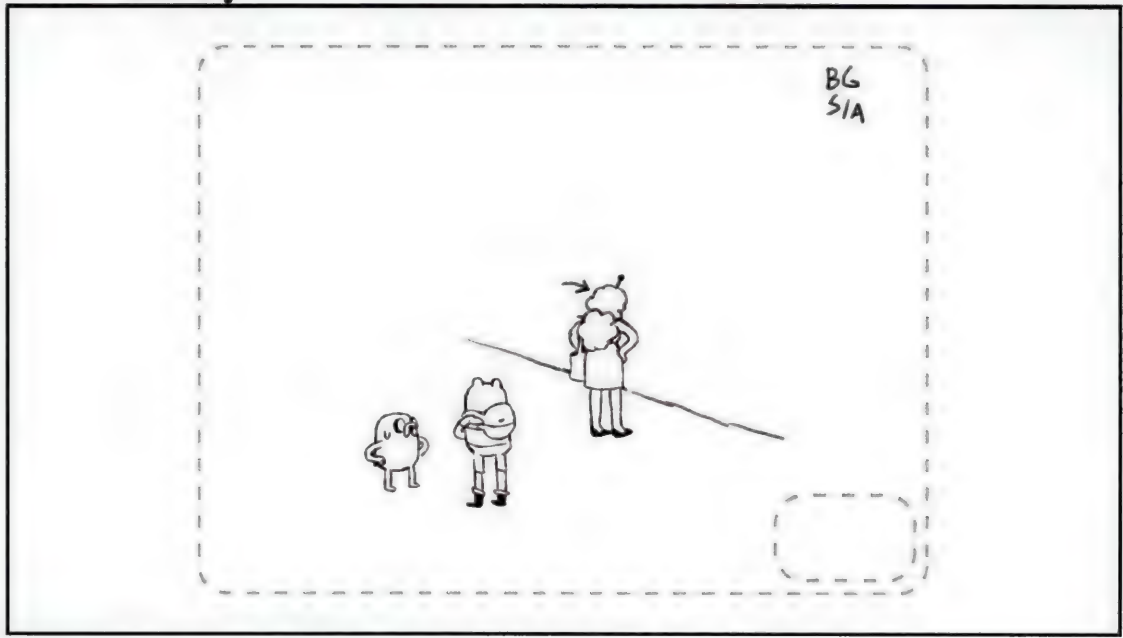
Page 45

Sc. 28 *cont*

Pnl. c

Bg.

day night

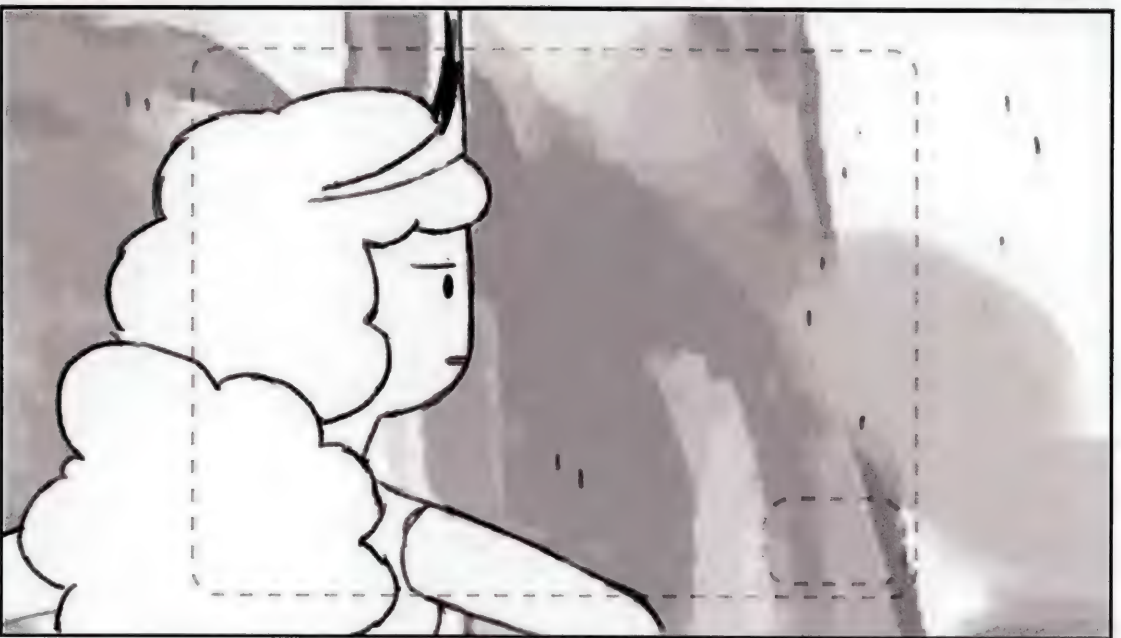


Sc. 29

Pnl. A

Bg.

day night



Dialog:	PB/...mmm	PB/ THIS...
Action:	TILTS HEAD OTHER WAY	
Timing:	SEP 10 2015	

1034-233

EPISODE #

1034/233

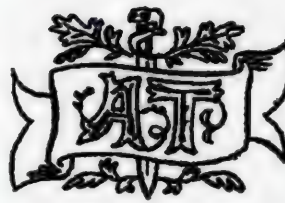
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ADVENTURE TIME



Page 46

Sc. 29 *cont*

Pnl. B

Bg.

day night

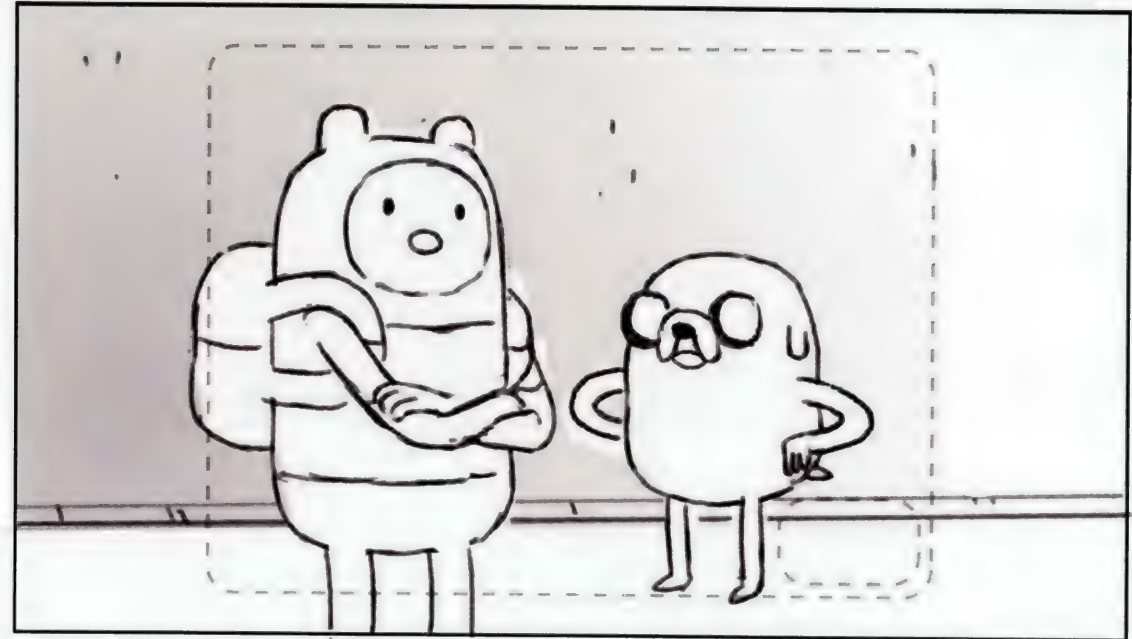


Sc. 30

Pnl. A

Bg.

day night



Dialog:

PB/ THIS IS —

F/ DELINQUENT VANDALISM?

J/ A BEAUTIFUL STATEMENT?

Action:

PB GETS REAL CLOSE TO WALL

TALKING OVER EACH OTHER

Timing:

SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



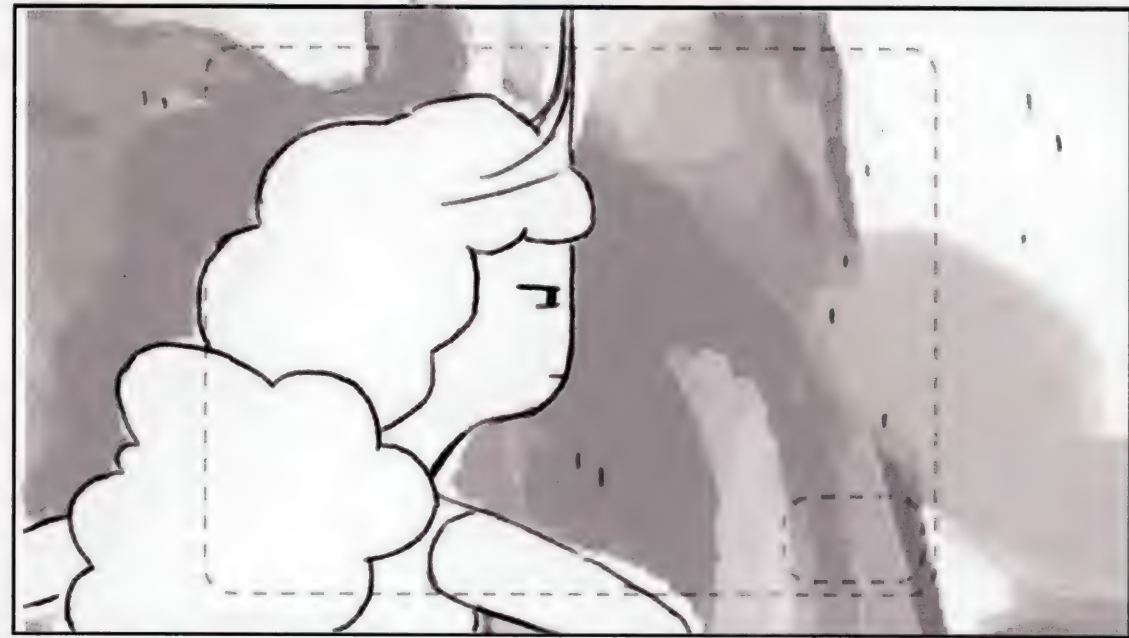
Page 47

Sc. 31

Pnl. A

Bg.

day night



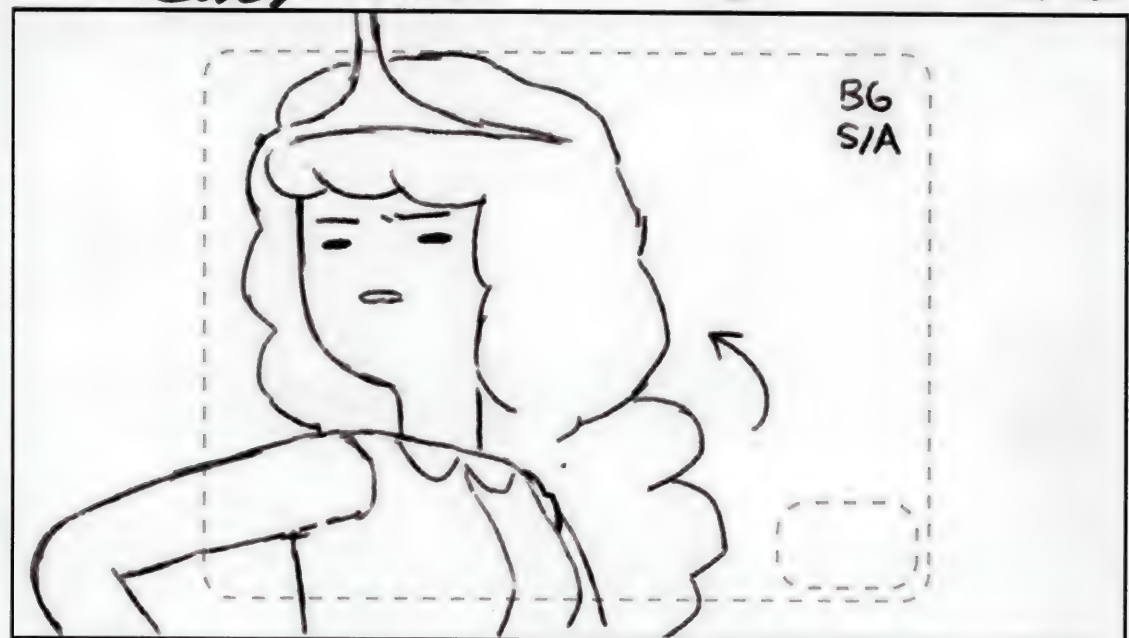
Sc. 31

CONT

Pnl. B

Bg.

day night



Dialog:	PB/ VERY INTERESTING.
Action:	PB TURNS TO THEM
Timing:	SEP 10 2015

EPISODE # 1034-233

Production :

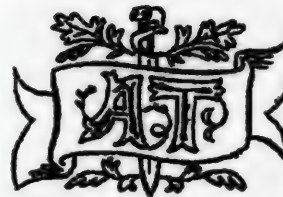
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ADVENTURE TIME



NO SC 33

Page 48
NO PG 49
day night

Sc. 32

Pnl. A

Bg.

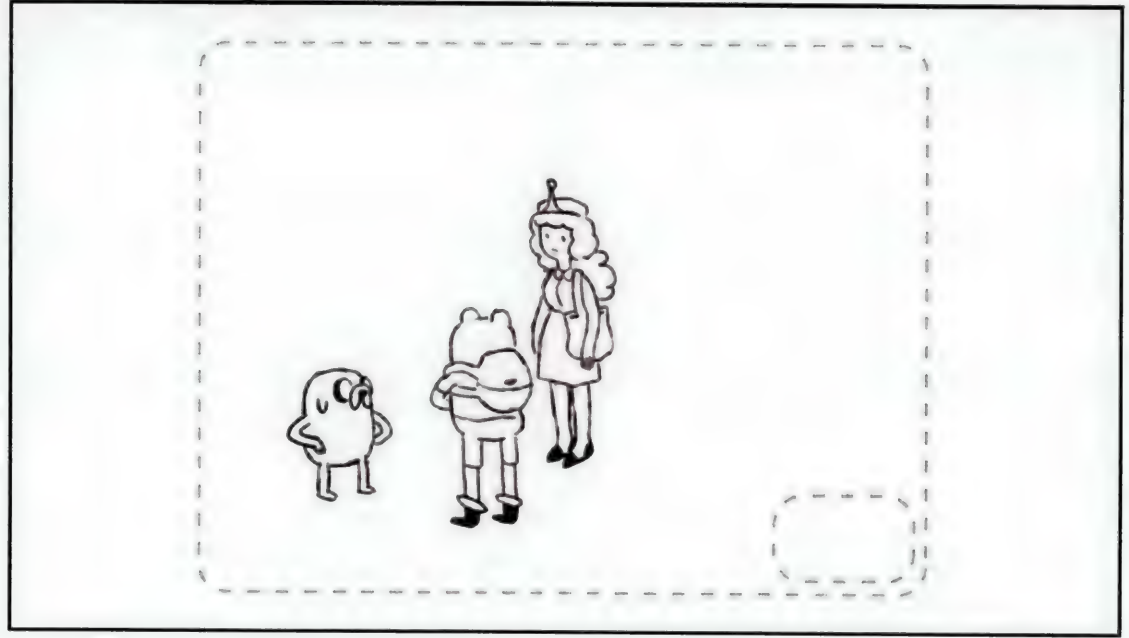
day night



Sc. 32 CONT

Pnl. B

Bg.



Dialog:	
PB/ GO BACK TO THE BARRACKS and FIND OUT WHICH BANANA GUARD IS	PB/ RESPONSIBLE FOR THIS.
Action:	SEP 10 2010
Timing:	



1034/233

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1034/233

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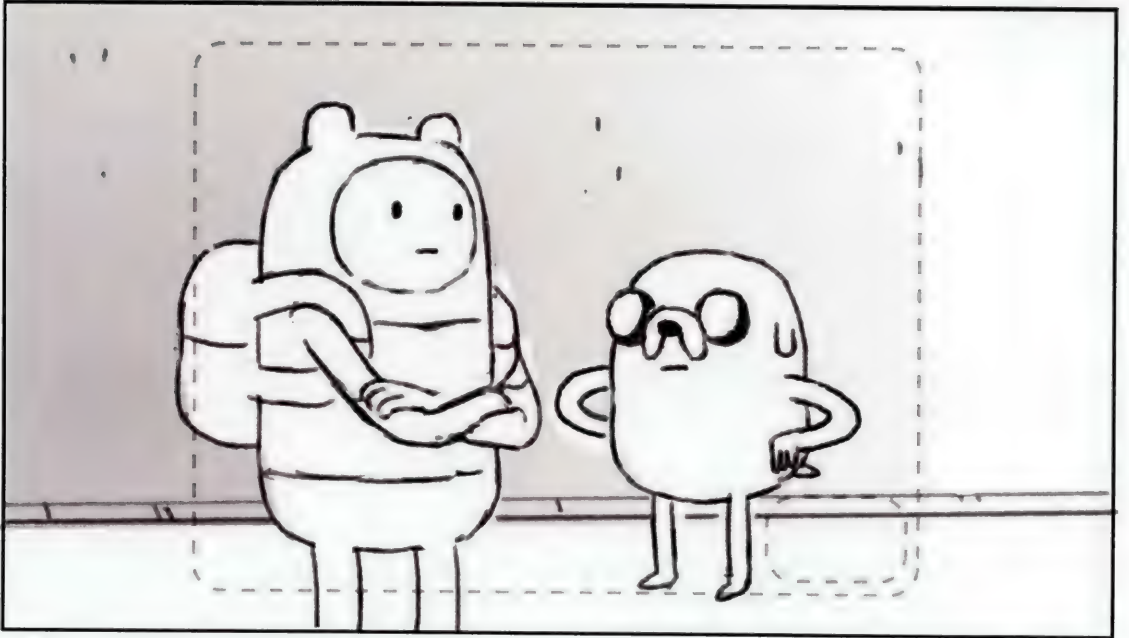
ADVENTURE TIME



Page 50

Sc. _____ Pnl. _____ Bg. _____ day night

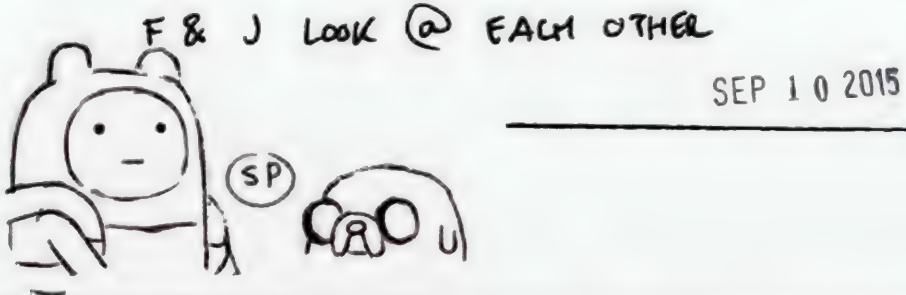
Sc. 34 Pnl. A Bg. _____ day night



Dialog:

Action:

Timing:



EPISODE # 1034-233

Production :

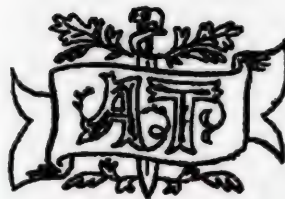
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ADVENTURE TIME



Page 51

Sc. 34 *cont*

Pnl. B

Bg.

day night

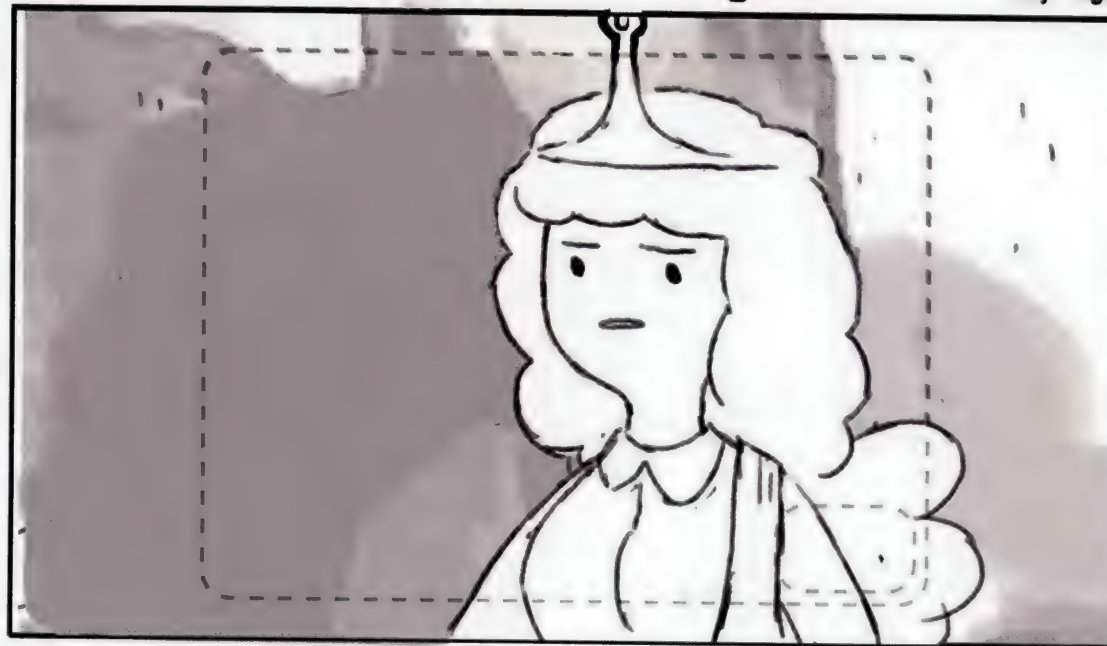


Sc. 35

Pnl. A

Bg.

day night



Dialog:

F/ WHY DON'T YOU JUST GO AND ASK THEM YOURSELF?

PB/ IT'S BETTER THIS WAY.

Action:

Timing:

SEP 10 2015

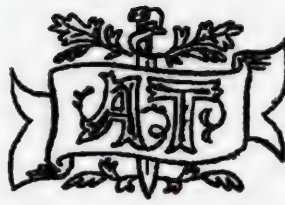
Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME



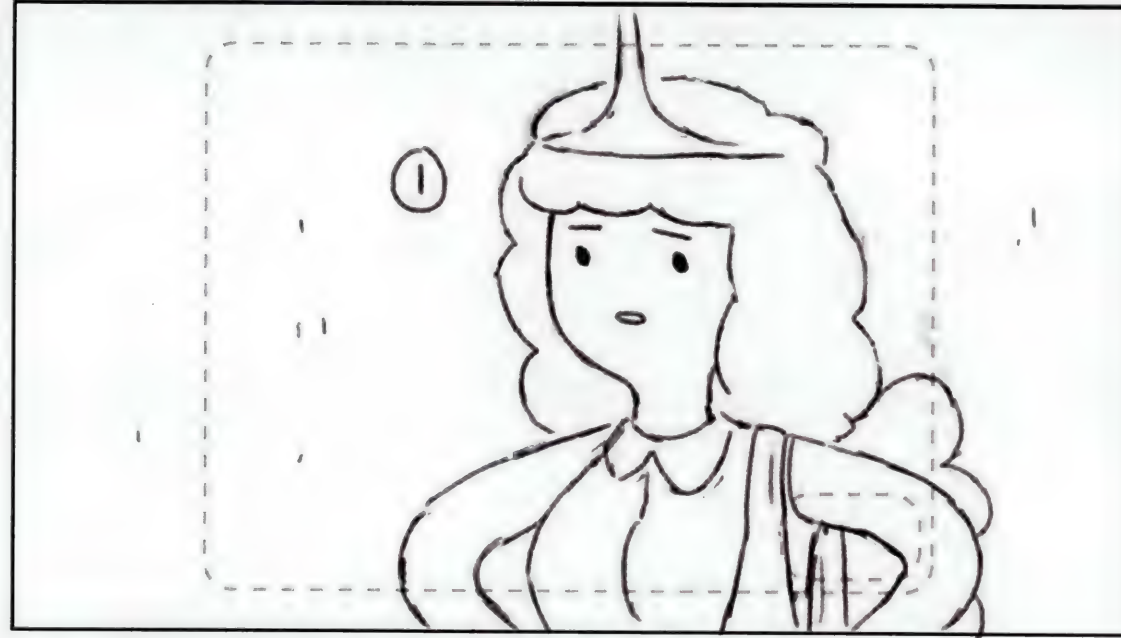
Page 52

Sc. 35 *cont*

Pnl. B

Bg.

day night



Sc. 35 *cont*

Pnl. C

Bg.

day night



D.
PB/ THE BANANA GUARDS ARE REALLY AFRAID OF GETTING IN TO TROUBLE. THEY LOVE ME BUT I THINK THEY'RE SECRETLY SCARED OF ME.

PB/ Here

Action:

Timing:



PB KUMMAGES IN BAG

SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



Page 53
53A NEXT
day night

Sc. 35 *cont*

Pnl. D

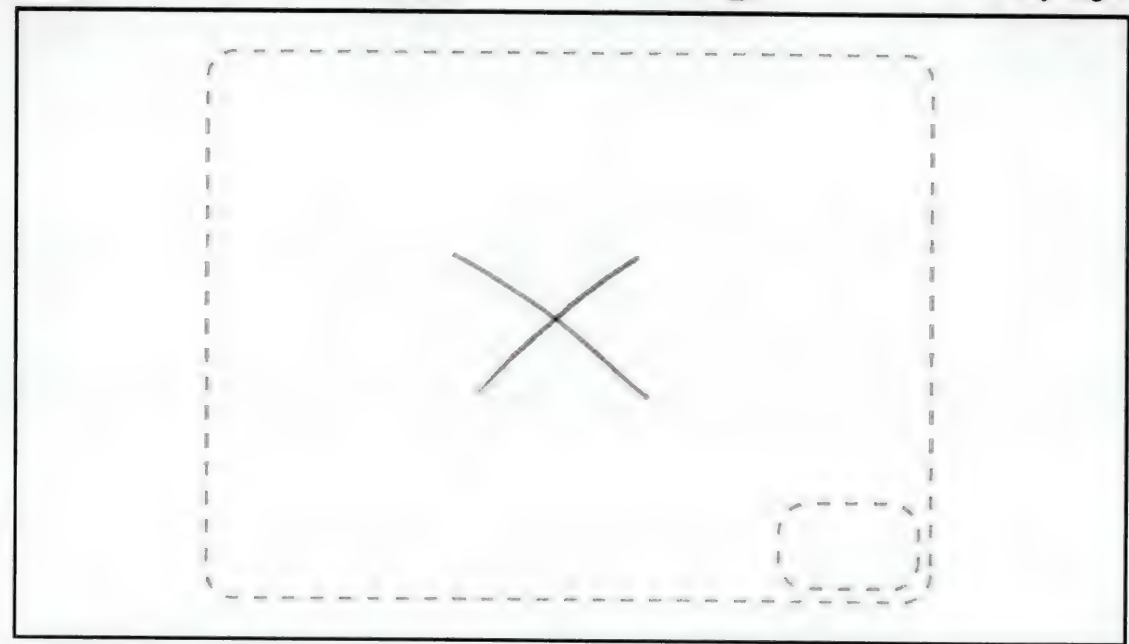
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

PB / YOU CAN SLIP IN DURING THE
CHANGING OF THE GUARDS.

Action:

PB HOLDS UP YELLOW SUIT

SEP 10 2015

Timing:

EPISODE # 1034-233

1034/233

Production :

1034/233

1034/233

ADVENTURE TIME



Page 53A

Sc 35A

Pnt A

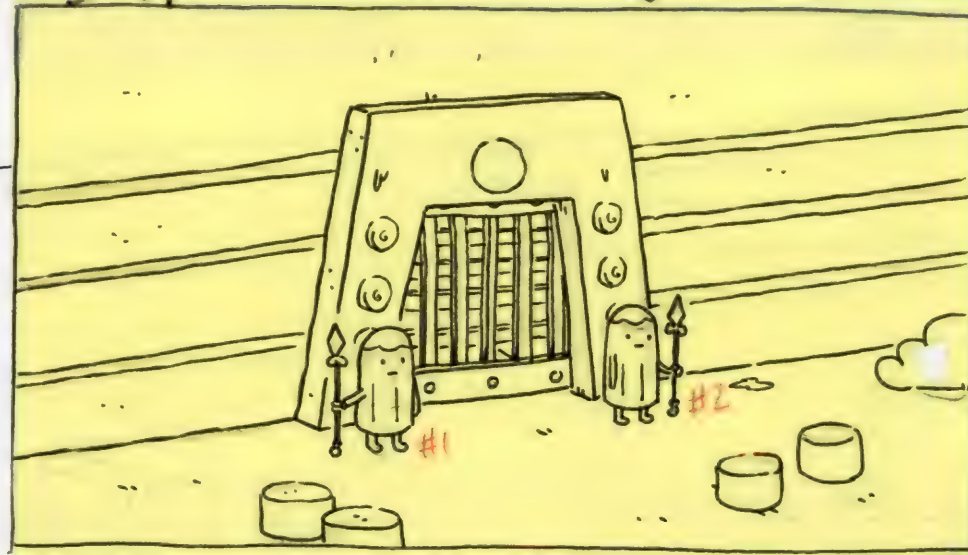
Bg.

day night

Sc. 35A cont PNL. B

BG.

54-NEXT



Dialog:

Action:

Timing:

- OUTSIDE BGUARD
COMPOUND

- SCREEN ADJ RIGHT,
F+J POP OUT BEHIND
LONE BUSH

SEP 10 2015

Production :

EPISODE #

1034-233

1034/233

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SMITHSONIAN

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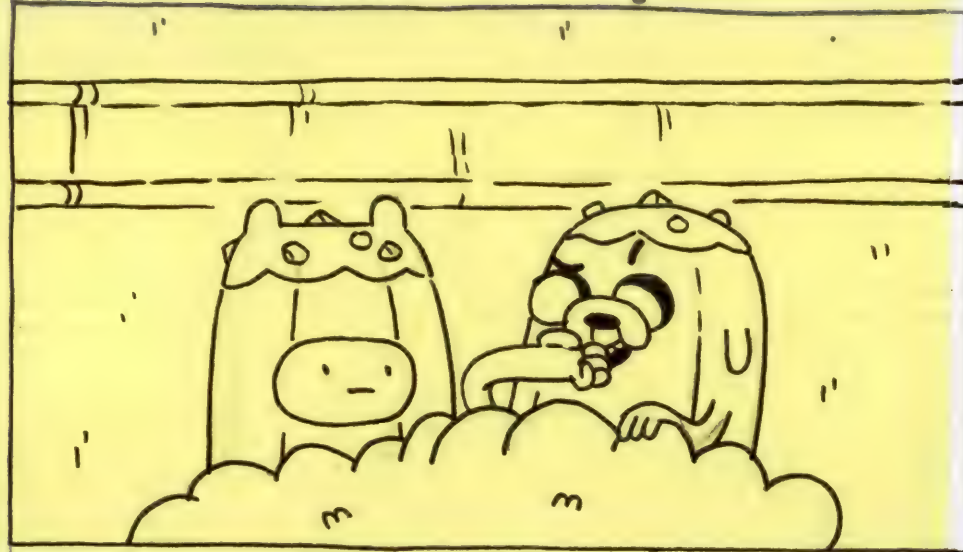


Page 34

Sc 36

Pnl. A

Bg.

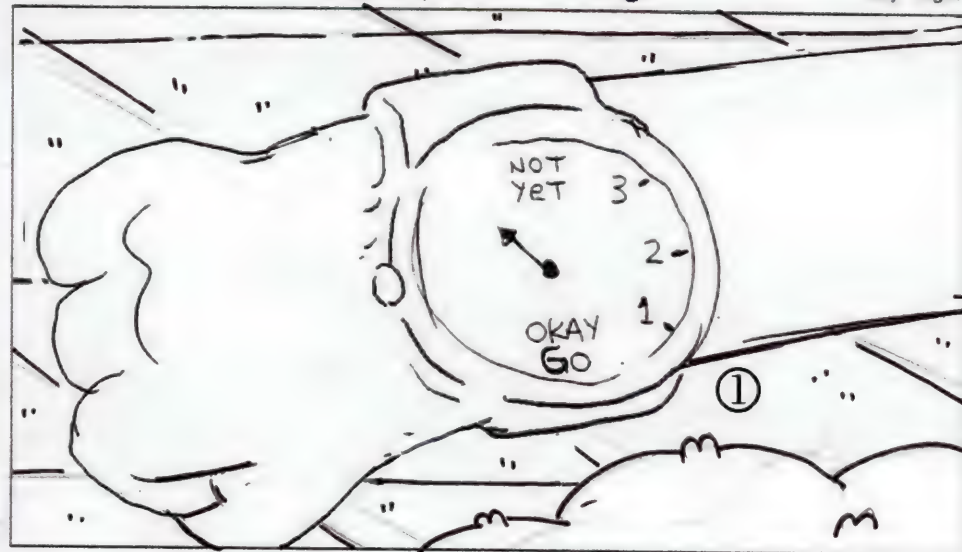


Sc. 37

Pnl. A

Bg.

day night



Dialog:

① "NOT YET...."

Action:

- Jake checks
"watch"

(MADE OF JAKE SKIN)

Timing:



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1034-233

EPISODE #

Production :

1034/233

1034/233

1034/233

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ADVENTURE TIME



Sc. 39

Pnl. A

Bg.

Page 55

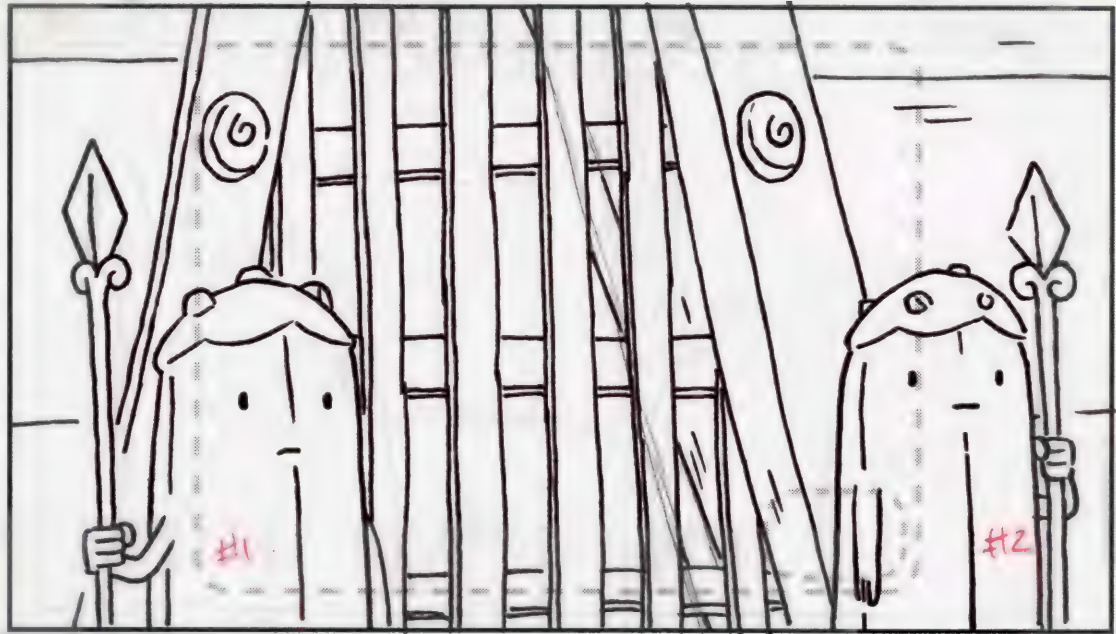
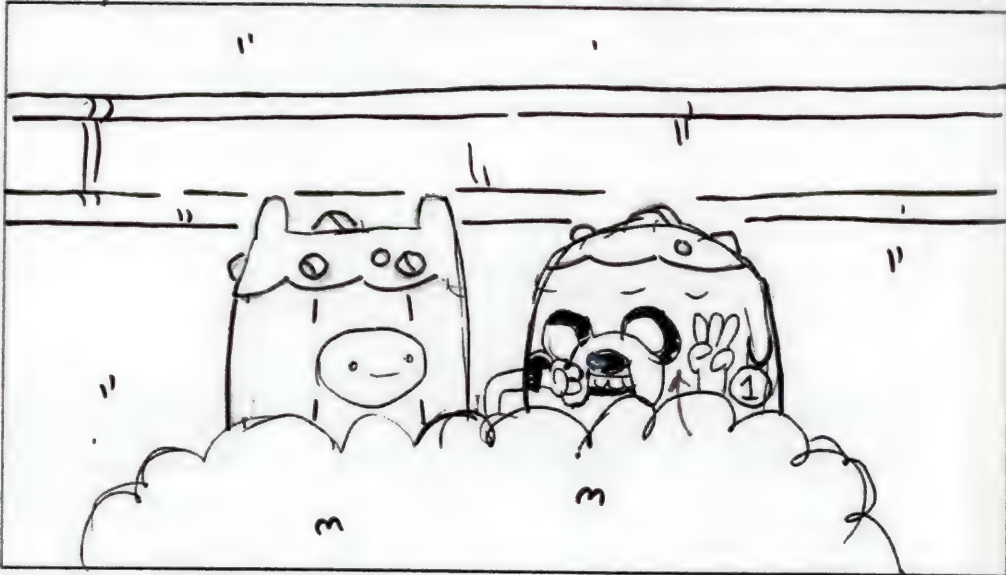
Sc.

38

Pnl. A

Bg.

day night



Dialog:

J

THREE ... TWO ...

(SILENTLY MOUTHS "ONE")

SFX:

"TOOP TOOTLE OOT TOOT"

BAD TRUMPET

Action:

2



3



-GATE STARTS TO RAISE

Timing:



SEP 10 2015

Production :

1034-233

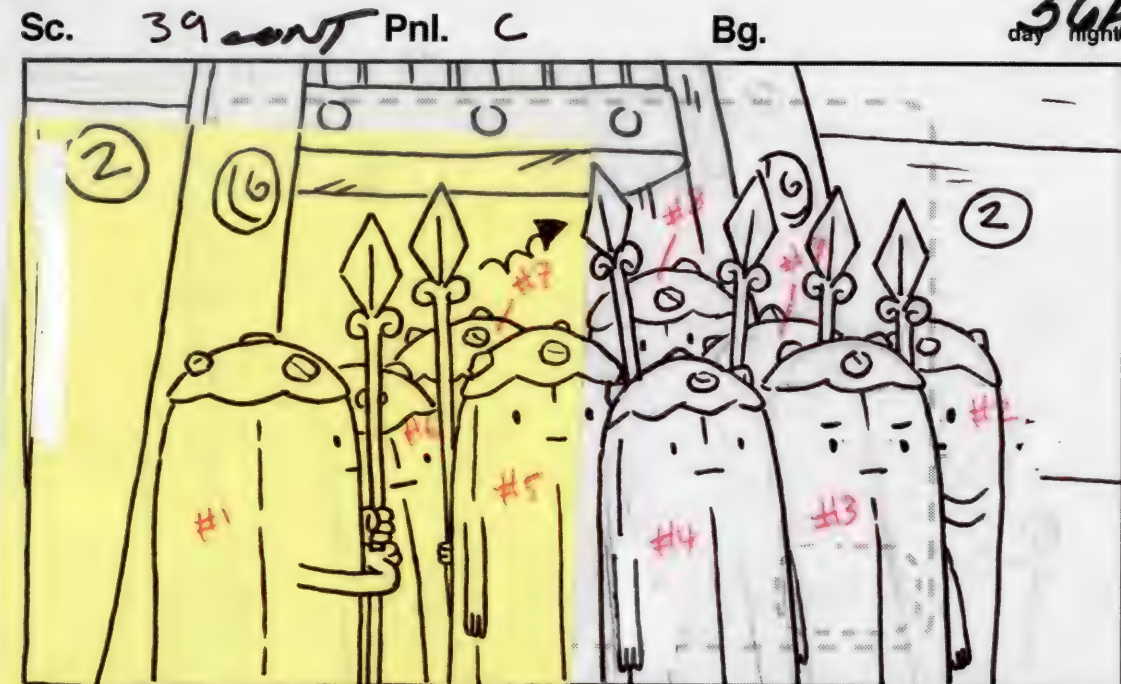
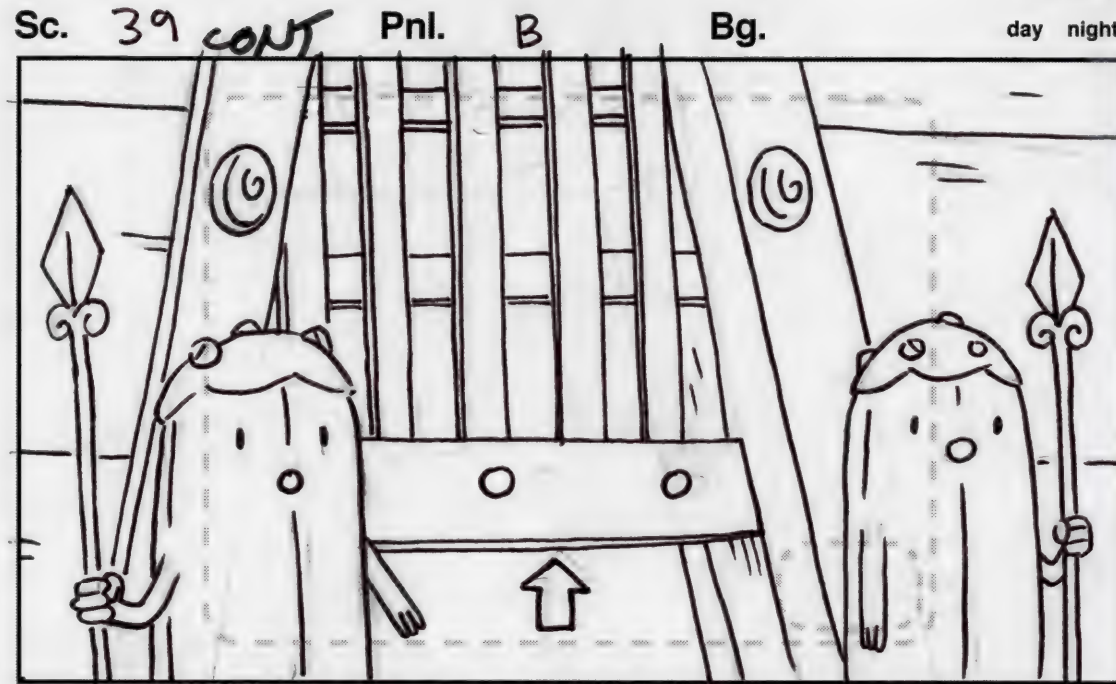
1034/233

1034/233

ADVENTURE TIME



Page 56
56A NEXT
day night



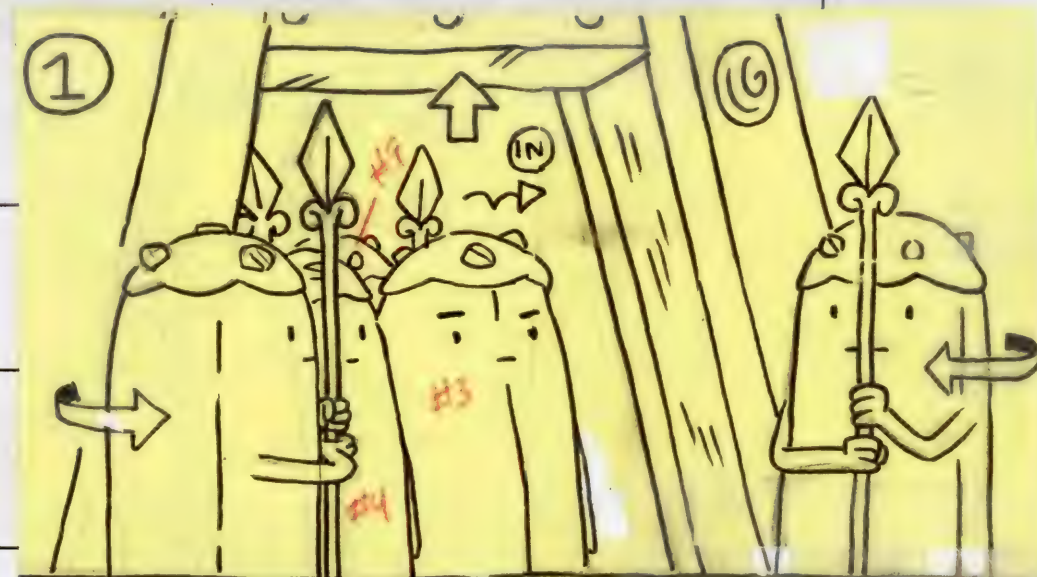
Dialog: SFX: "TOOP TOOTLE OOT TOOT"
(BAD TRUMPET)

SFX: MARCHING

Action: - GATE STARTS TO RAISE.

- BG'S MARCH OUT VERY RIGIDLY.
- TWO BG'S AT GATE STAND AT ATTENTION.

Timing:



EPISODE #

1034/233

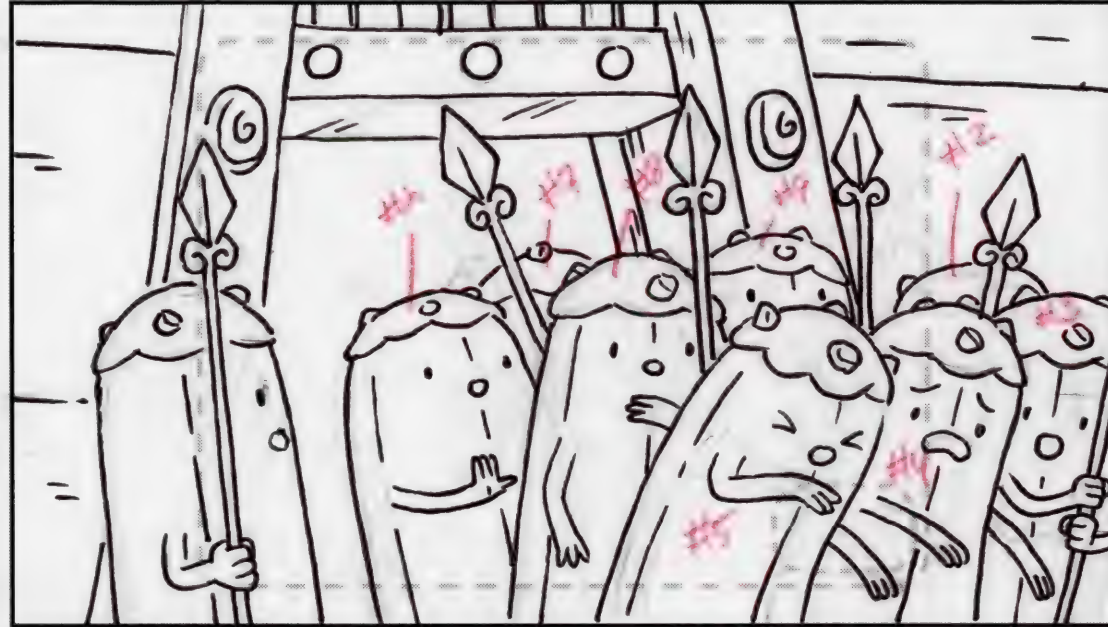
1034/233

ADVENTURE TIME

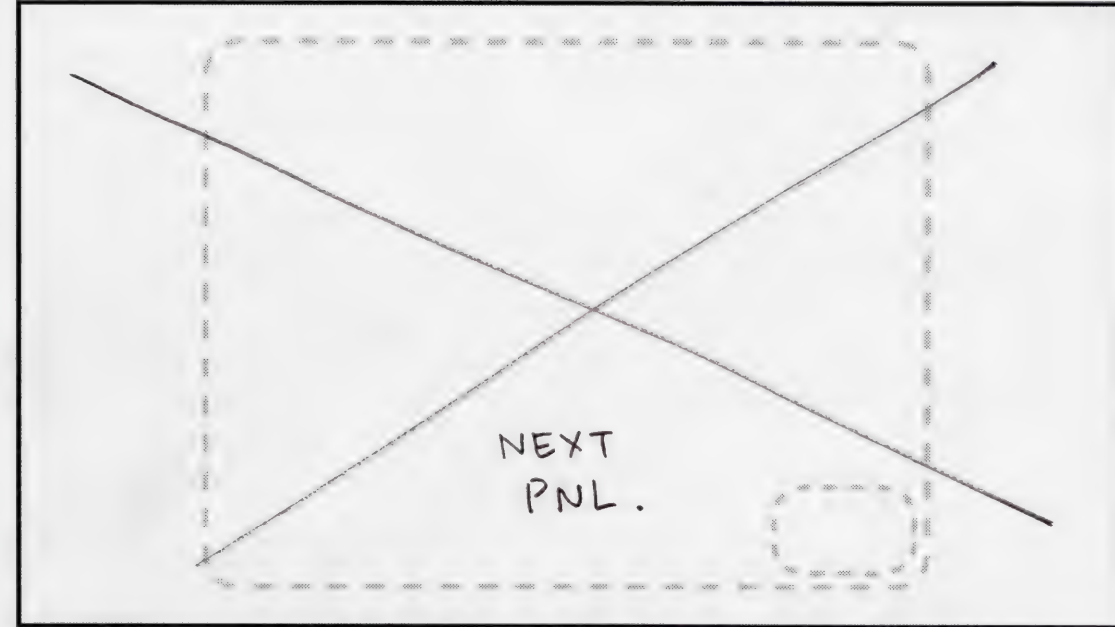


Page 56 A.
~~57~~ 57 ~~next~~

Sc. 39 CONT Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog: B. GUARDS "OOP" "WOAH"

Action: - ONE OF THE BG'S TRIP,
 OTHERS FAULTER + WOBBLE.

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Timing:

EPISODE #

Production:

1034/233

1034/220

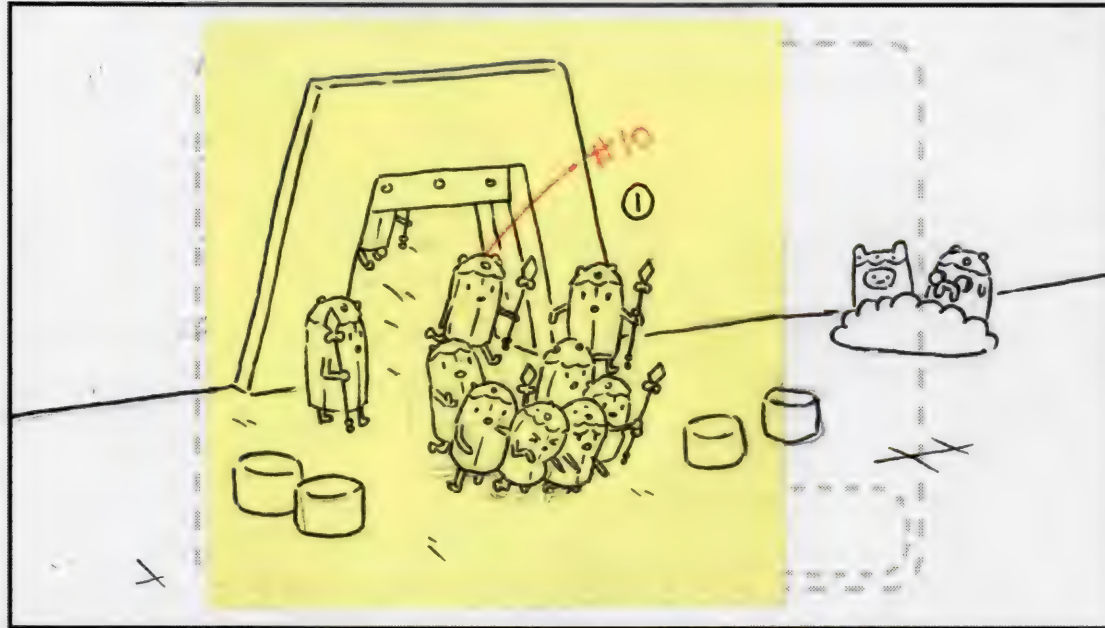
1034/233

ADVENTURE TIME

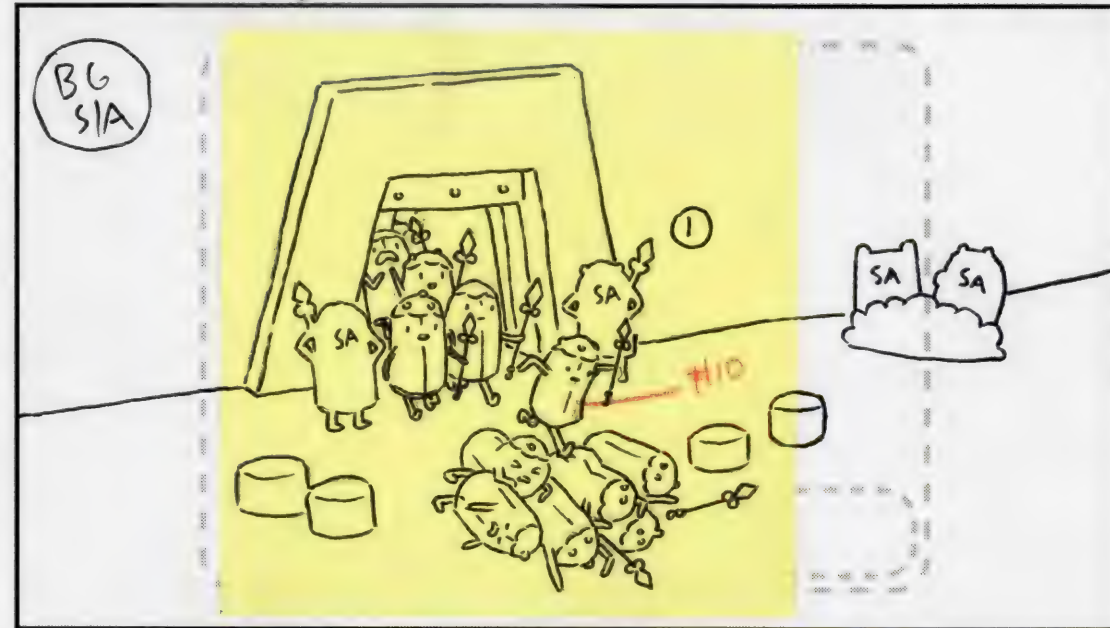


Page 57
STANLEY
day night

Sc. 40 Pnl. A Bg. day night



Sc. 40 *cont* Pnl. B Bg.



Dialog: B. GUARDS: "OOF" ~> "WOOPS" ~> "OH GLOB" ~>

Action:
- B. GUARDS FALL
OVER EACH OTHER.

Timing:



- ONE B. GUARD SLIPS ON
ANOTHER.
- MORE B. GUARDS COME
OUT OF GATE.

SEP 10 2015



EPISODE #

Production:

1034/233

1034/233

1034/233

ADVENTURE TIME



Page 57A
58 NEXT
day night

Sc. 40 CONT Pnl. C

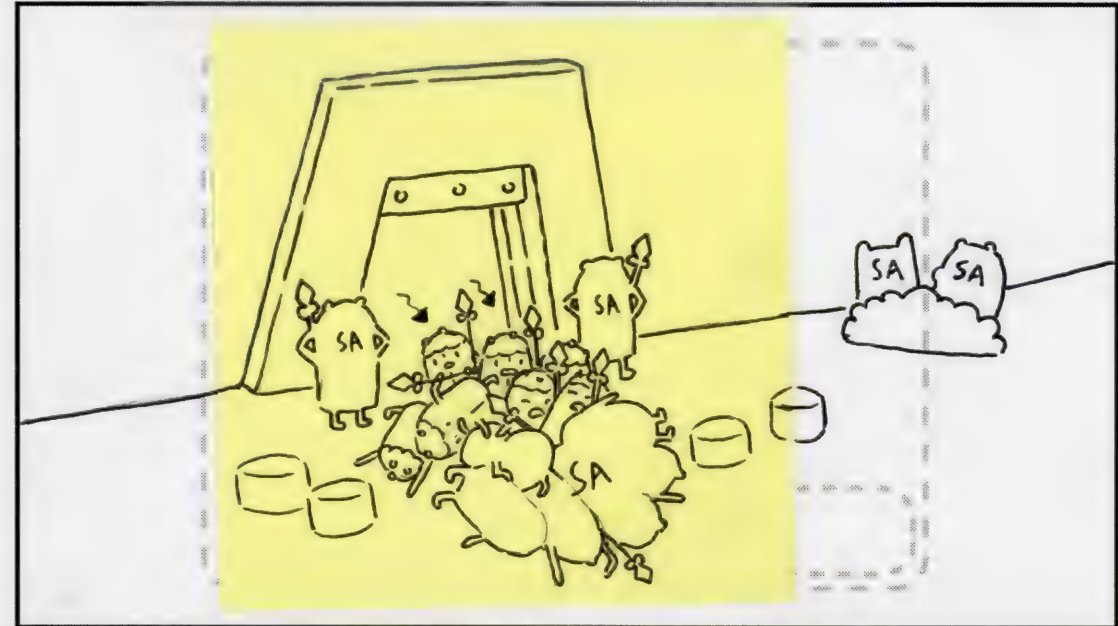
Bg.

day night



Sc. 40 CONT Pnl. D

Bg.



Dialog:

B. GUARDS: (WALLA) "OOF" ~~~~~> "AH" ~~~~~>

Action:

1

- B. GUARDS CONTINUE FALLING OVER EACHOTHER.

SEP 10 2015

Timing:

EPISODE #

1034/233

Production:

1034/233

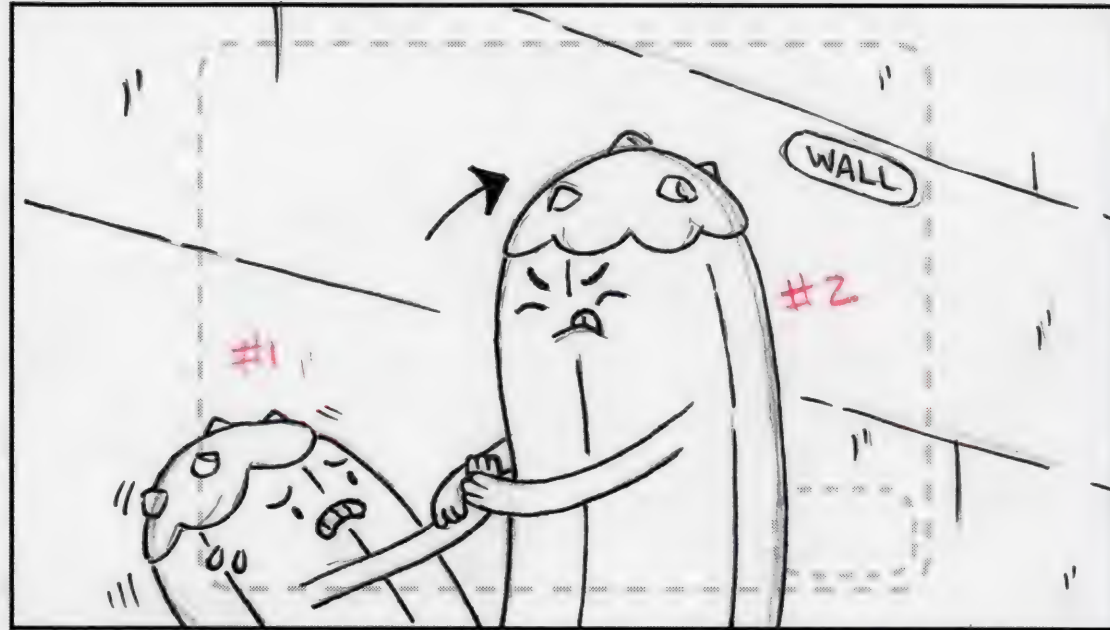
1034/233

ADVENTURE TIME



Page 58

Sc. 41 Pnl. A Bg. day night



Sc. 41 *CONT* Pnl. B Bg. day night



Dialog: B. GUARDS : (O.S.) "OOF" "SORRY" ETC.

B. GUARD 1 : [STRAIN]

Action: B. GUARD STRAINS TO PULL ANOTHER B.G. OF THE GROUND.

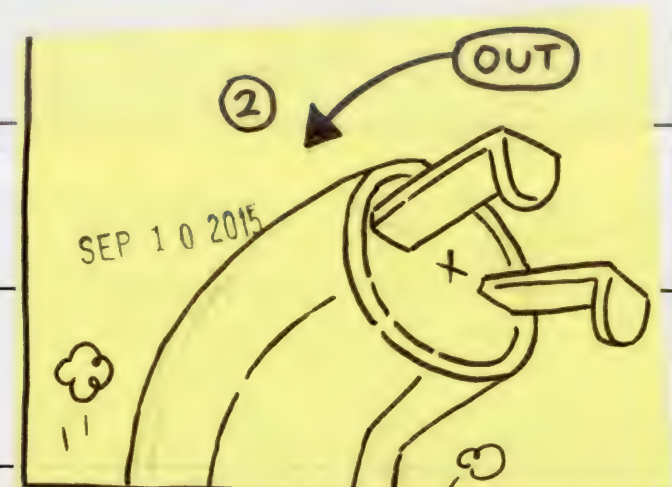
Timing:



B. GUARD 1 : ~ OOF

- THEY BOTH FALL O.S.

- ANIMATE THROUGH POSE
① FAST



EPISODE #

Production:

1034/233

1034/233

ADVENTURE TIME



Page 59

Sc. 42

Pnl. A

Bg.

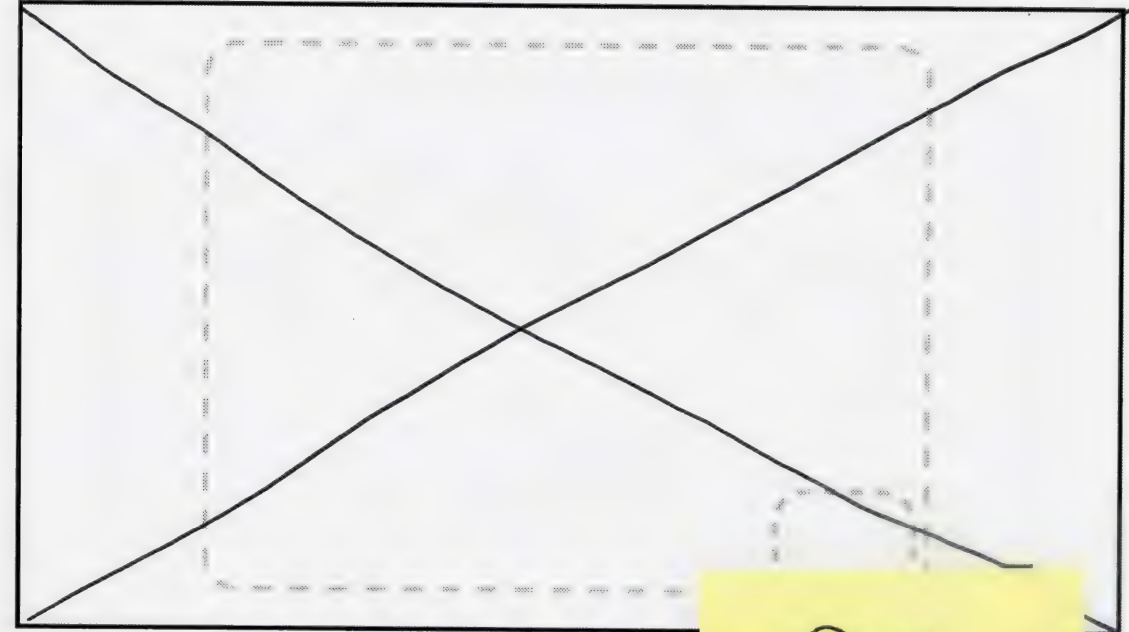
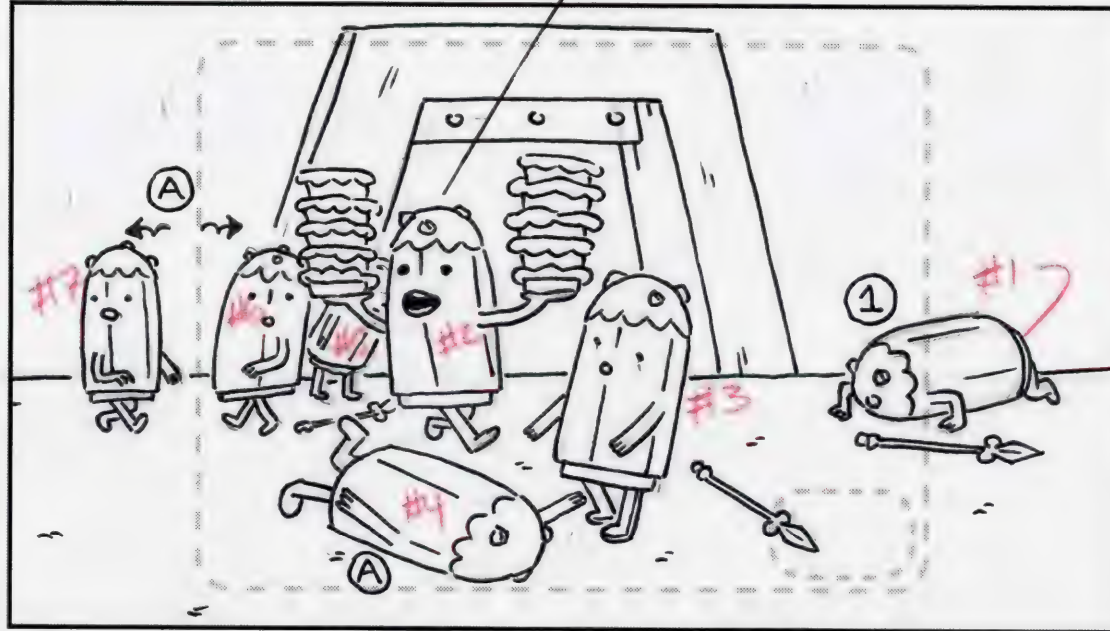
day night

Sc.

Pnl.

Bg.

day night

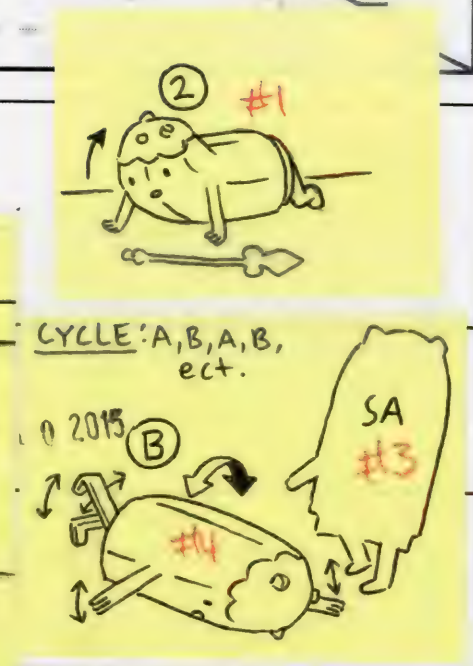
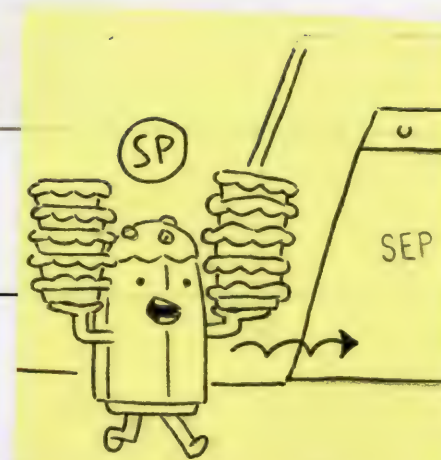
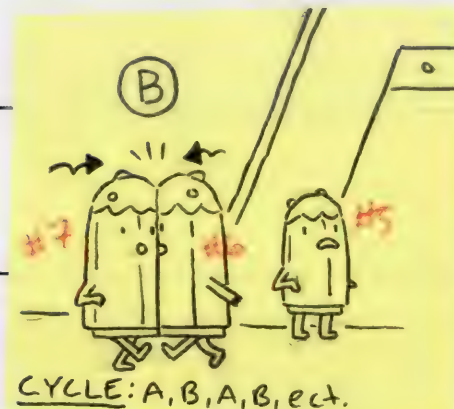


Dialog: B. GUARDS: (OVER LAPPING) "I'LL HELP YOU." "WHOOPS!" "SORRY."

BG #2: TEN WHIP CREAM
PIIIIIIIIES!

Action:
-B.G.'S BUMPING AROUND LIKE A
SOFT 3 STOOGES ROUTINE.

Timing:



EPISODE #

Production:

ADVENTURE TIME



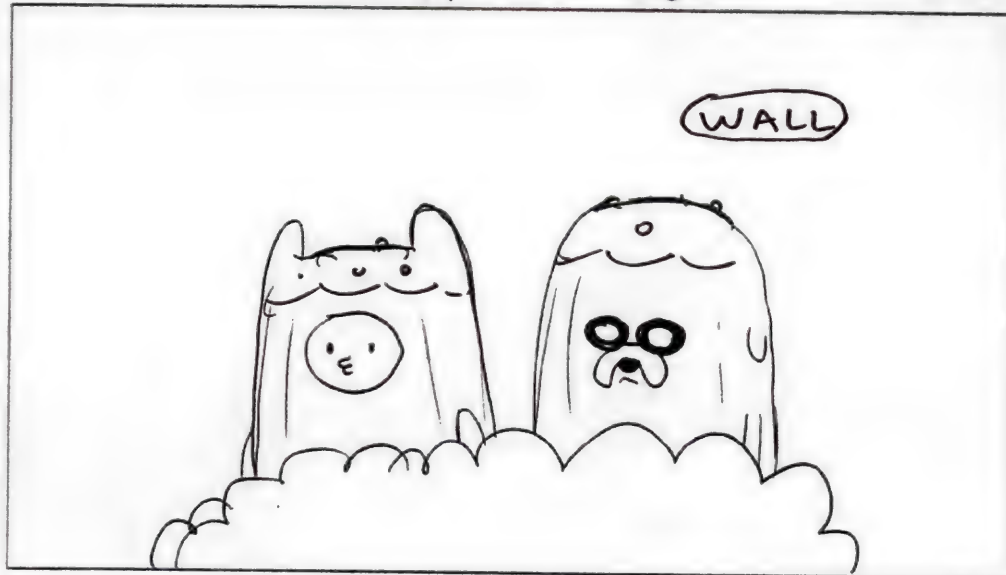
Page 60

Sc. 43

Pnl. A

Bg.

day night



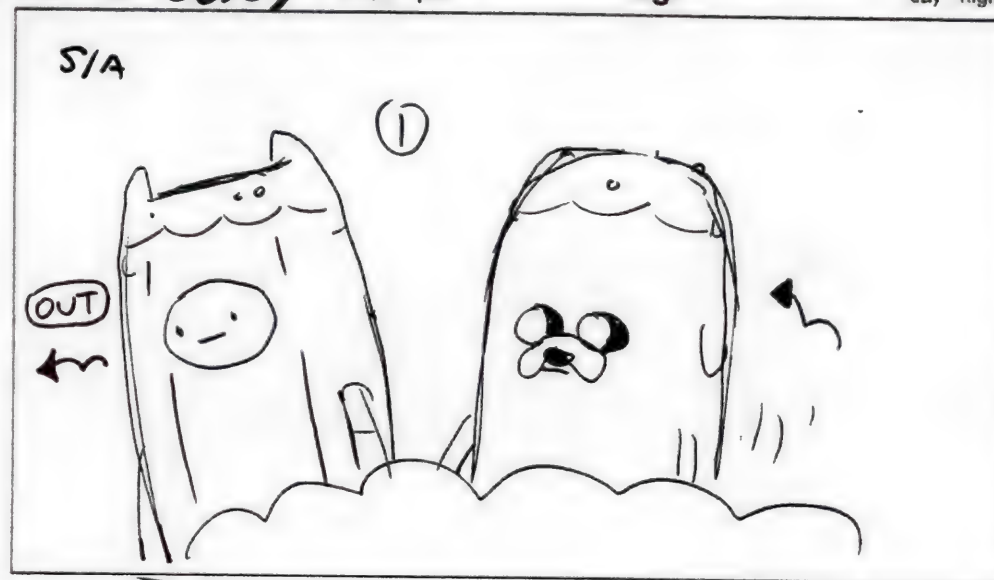
Sc. 43

cont

Pnl. B

Bg.

day night



Dialog:

B. GUARDS: O.S. SINGING IS CHAOTIC
AND OUT OF ORDER. (SOUNDS LIKE THEY'RE HAVING FUN)

BG #2: (SLIPPING) WHOOOA !!!

Action:

- F + J Watch on

- F + J get up from behind
bush + move out

Timing:



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Production :

EPISODE # 1034-233

1034/233

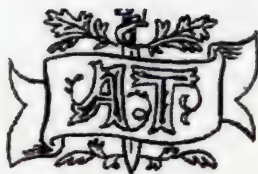
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ADVENTURE TIME



NO SC's
45-47

Page 61
NO PGS 62-68
day night

Sc. 44

Pnl. A

Bg.

day night



Sc. 44

cont

Pnl. B

Bg.



Dialog:

Action:

- F+J walk in nonchalantly
as the BGs fool about.

Timing:



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Production :

EPISODE #

1034-233

ADVENTURE TIME

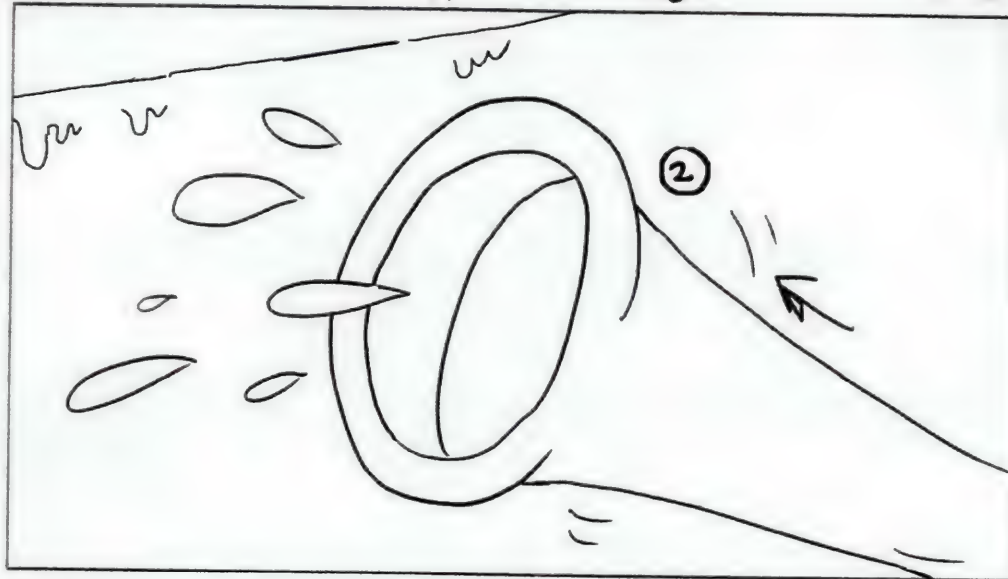


Sc. 48

Pnl. A

Bg.

day night



Sc. 48

CONT

Pnl. B

Bg.

Page

69
NEXT
STOP



Dialog: "BBTFFTFPTPTBB!"

Sfx:

①②

①②①②

①②

①

Sfx: "BBBBBBBBBBB"

Action:

HORN SPITS +
UNGULATES



- BG TREMBLES AS HE
HOLDS HIS ONE BAD NOTE

Timing:

w/BAD:

- TRUCK OUT FROM BELL.

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EPISODE #

1034-233

Production :

1034/233

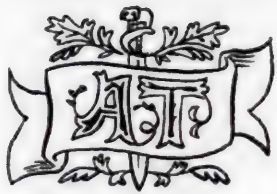
1034/233

1034/233

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1034/233

ADVENTURE TIME



Page 69A
70 NET
day night

Sc. 48 *CONT* Pnl. C

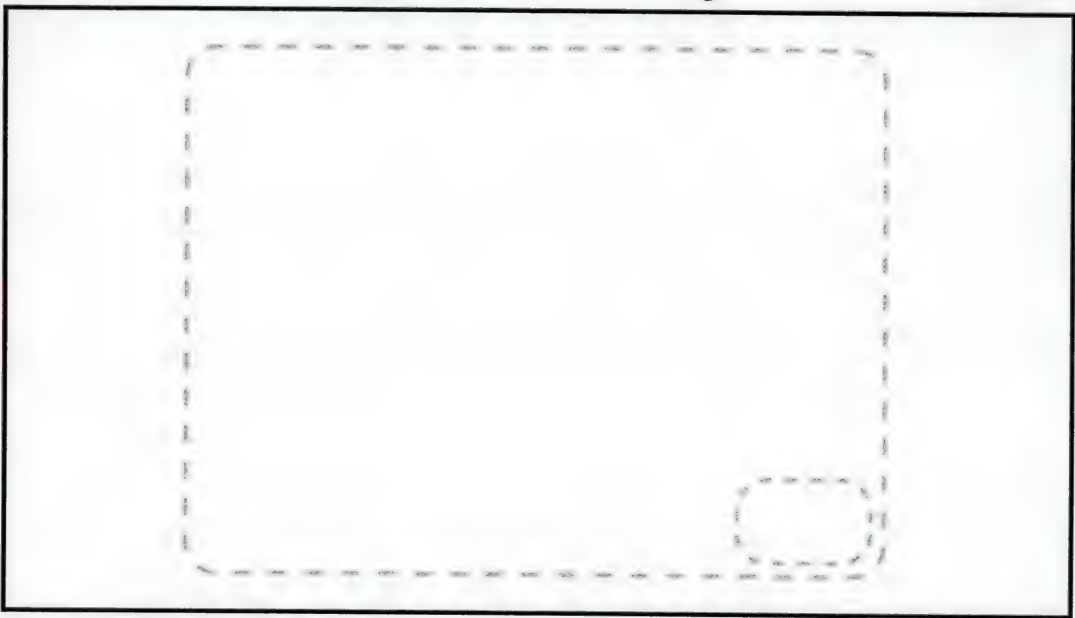
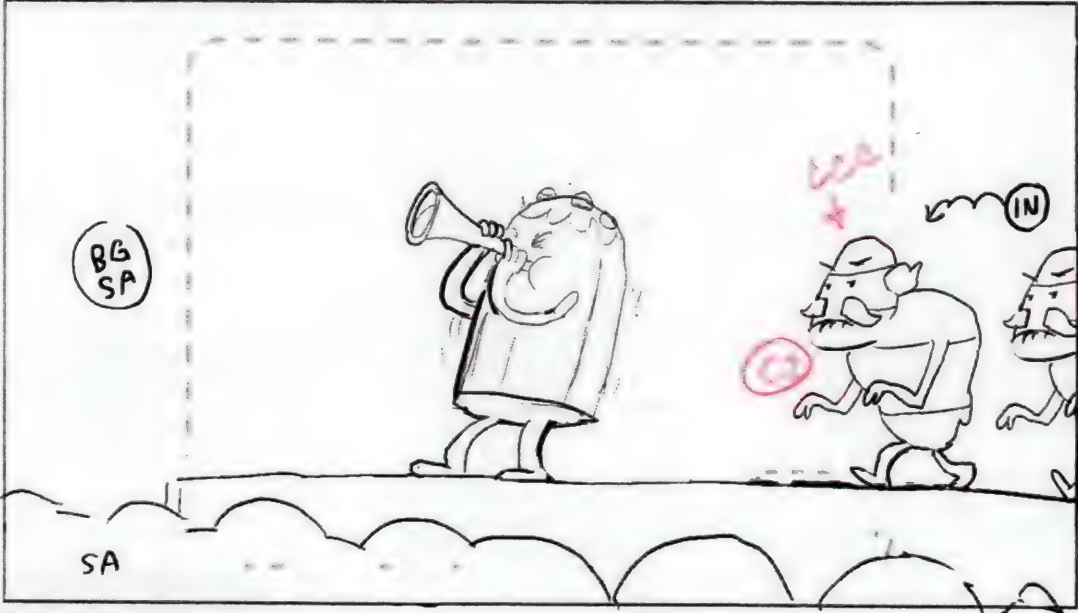
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

SEP 10 2015

Timing:

EPISODE #

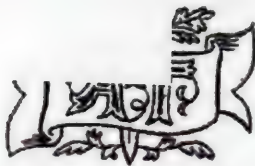
Production:

1034/233

1034/233

1034/233

ADVENTURE TIME



Sc. 48 *cont* Pnl. *D* Bg. day night



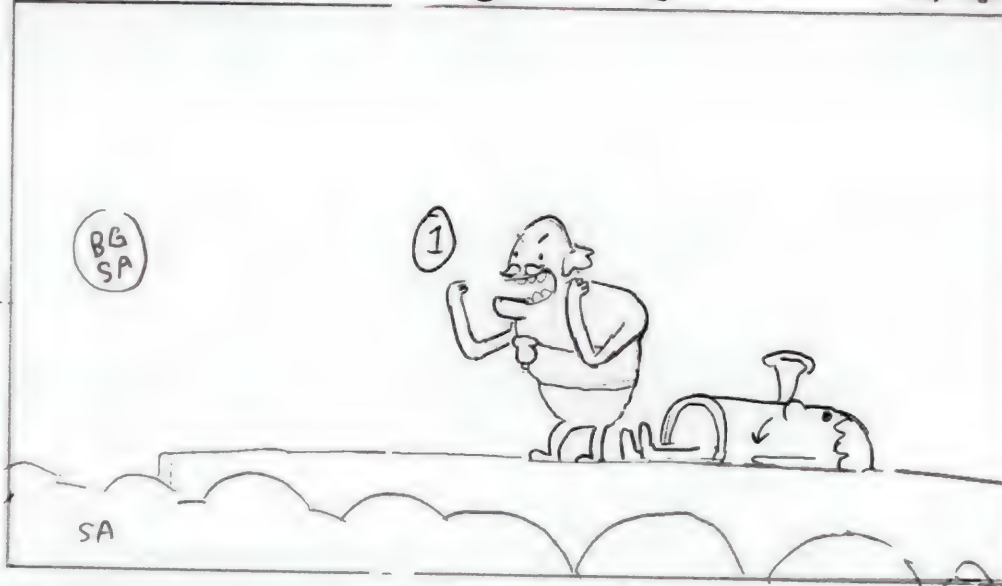
Dialog:
COLONEL
CANDY
CORN
'THAT'S ~ ENOUGH,
① ②
BANANA GUARD #12

Action:
CCC walks up +
pushes BG down + behind

Timing:



Sc. 48 *cont* Pnl. *E* Bg. day night



'CCC "OKAY EVERYONE! TIME
FOR MORNING
CALISTHENICS!"

CCC slaps hand together,
BG lays on platform still. chillin'

SEP 10 2015

Page 70
NO PG-71
day night

1034-233

EPISODE #

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1034/233

1034/233

1034/233

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ADVENTURE TIME



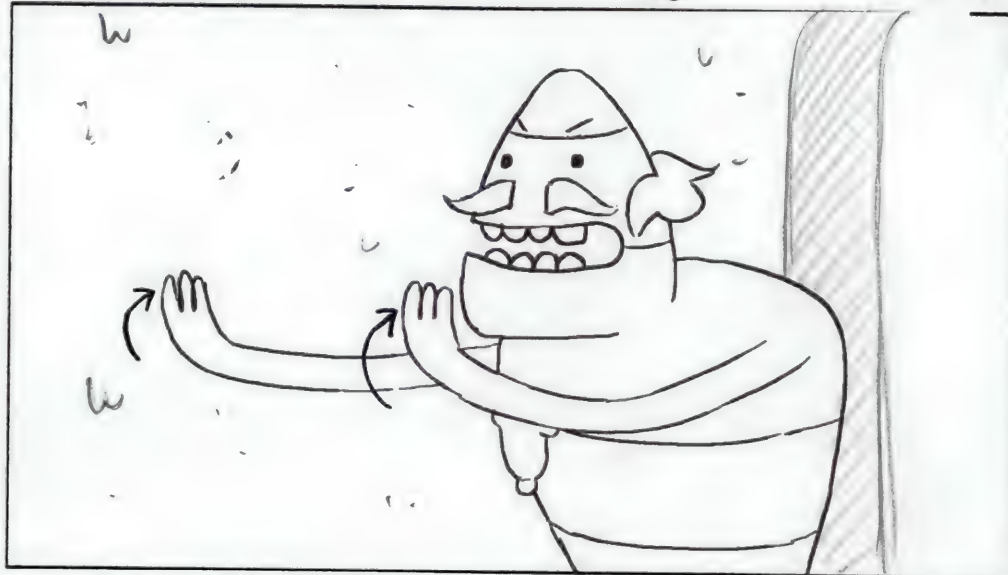
Page 72

Sc. 50

Pnl. A

Bg.

day night

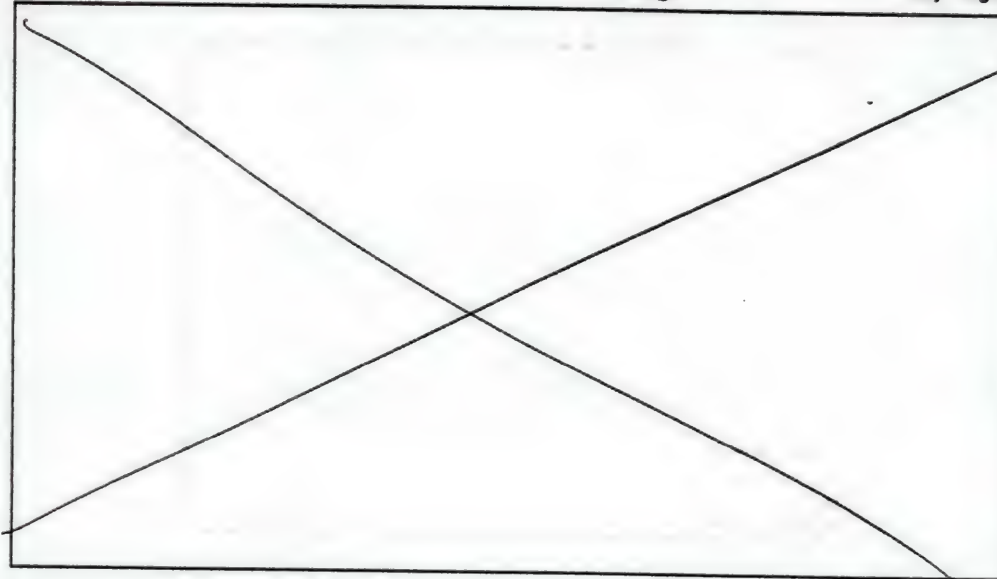


Sc.

Pnl.

Bg.

day night



Dialog:

(ccc)

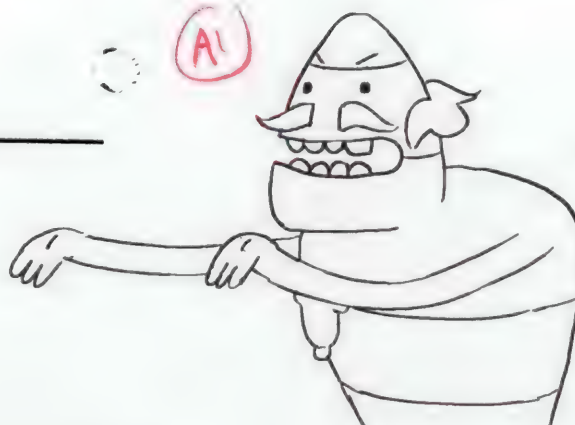
Jump! Roll! Curl!

Action:

-ccc eggs then on w/ just hands
cycle ()

Timing:

(A) (A)



SEP 10 2015

EPISODE #

1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



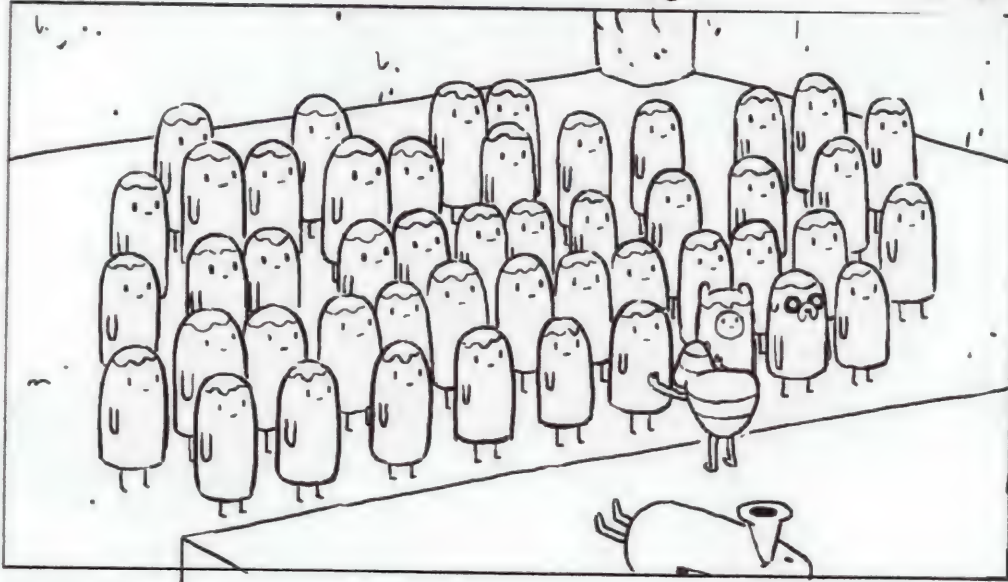
Page 73

Sc. 51

Pnl. A

Bg.

day night



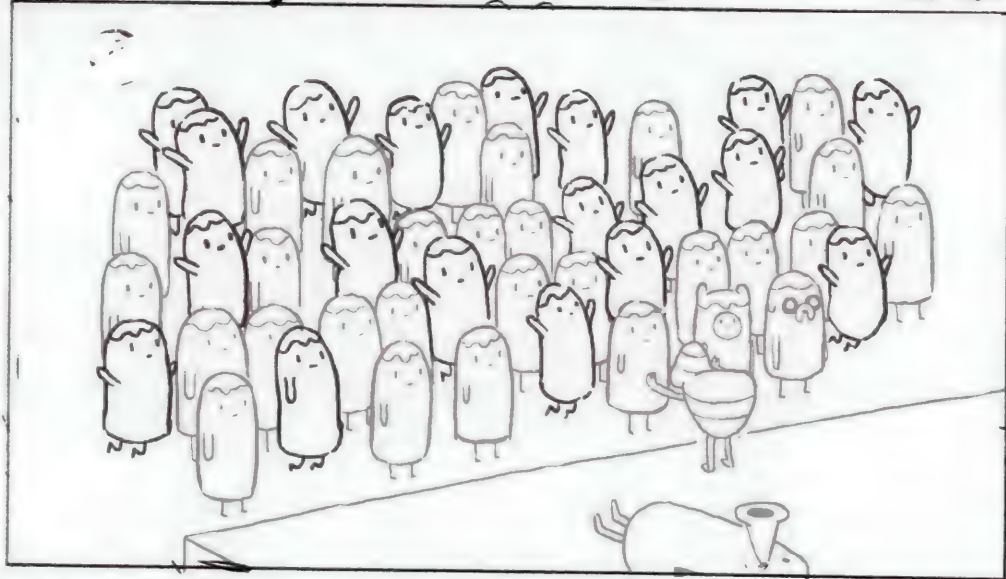
Sc. 51

cont

Pnl. B

Bg.

day night



Dialog:

CCC "HAHA GOOD YES"

Action:

AI

- BGs ARE JUMPING RANDOMLY OUT OF SYNC, NOT IN UNISON, ETC

Timing:



CYCLE
AI AI

SEP 10 2015

EPISODE # 1034-233

Production :

1034/233

1034/233

1034/233

ADVENTURE TIME



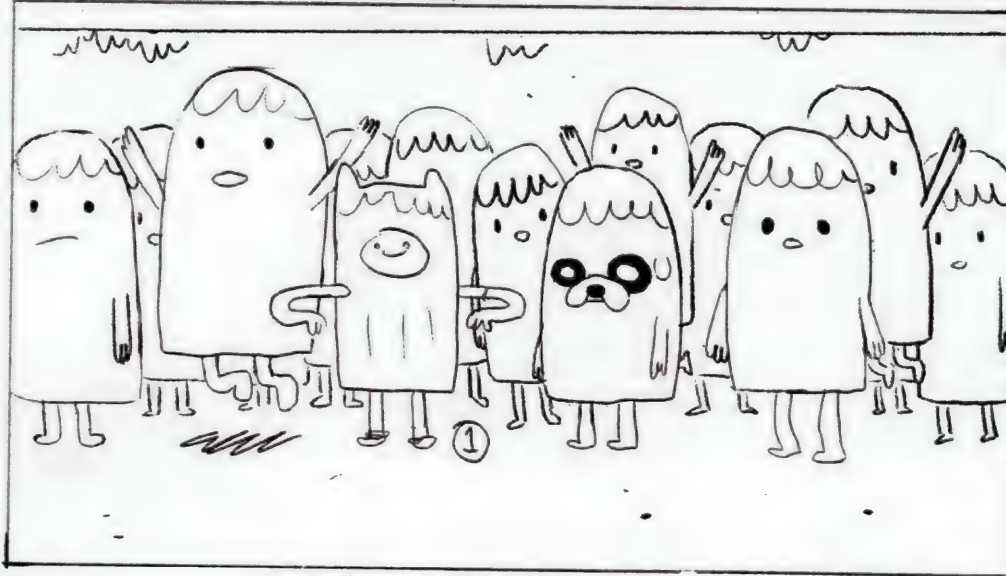
Page 74

Sc. 52

Pnl. A

Bg.

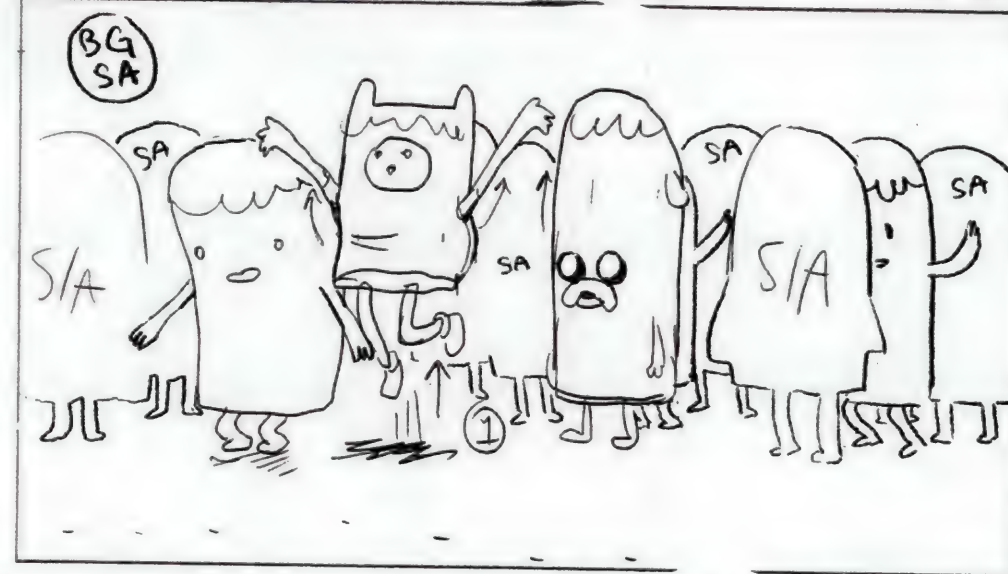
day night



Sc. 52 *cont* Pnl. B

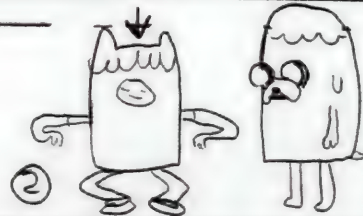
Bg.

day night

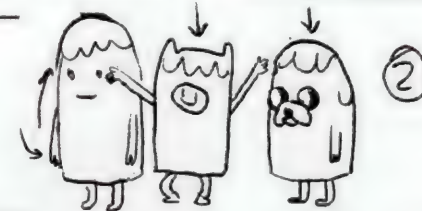


Dialog:

BGS: *RANDOM SMALL GRUNTS*



(F) "WOO!"



Action:

FINN READIES THEN BENDS DOWN
JAKE WATCHES

-FINN JUMPS UP, ARMS UP,
-JAKE STRETCHES HIS HEAD UP ACTIN'
LIKE HE JUMPED TOO

Timing:

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1034-233

EPISODE #

Production :

1034/233

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ADVENTURE TIME



Page 75

Sc.

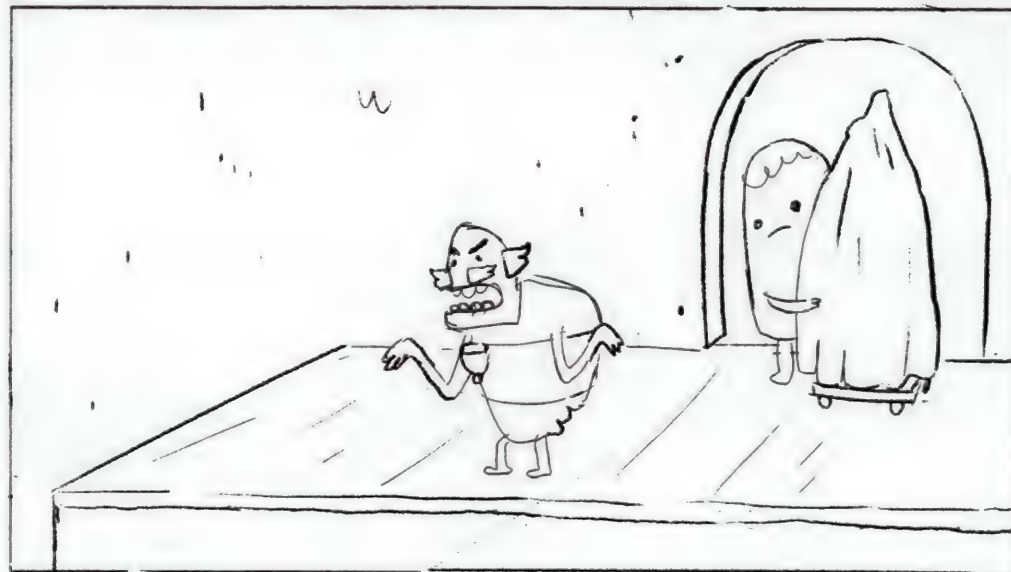
53

Pnl.

A

Bg.

day night



Sc.

53

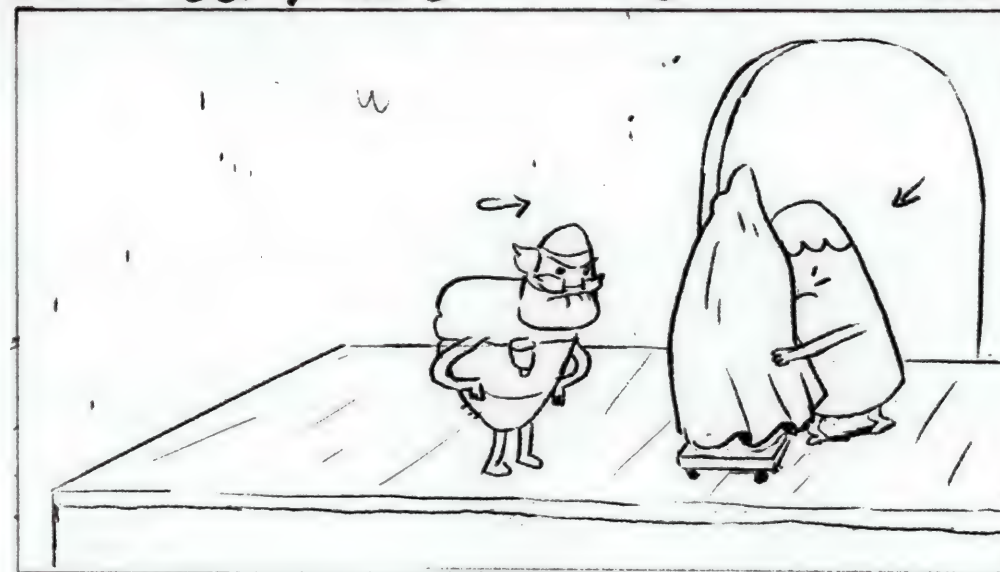
CONT

Pnl.

B

Bg.

day night



Dialog:

CCC ALL RIGHT NOW, THAT'S ENOUGH.
IT'S TIME FOR DAILY WORSHIP.

SFX:

* SCRAPING *

Action:

-CCC HAND DISMISSES ALL JUMPING

- BG PUSHES DRAPED STATUE
UP FRONT

Timing:

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1034/233

1034/233

1034/233

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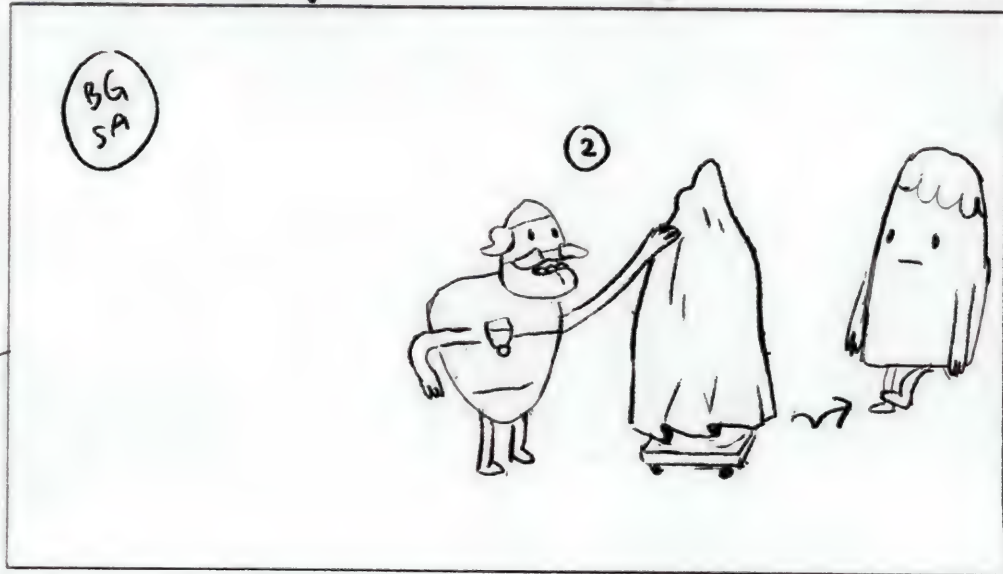


Page 70

Sc. 53 *cont* Pnl. C

Bg.

day night

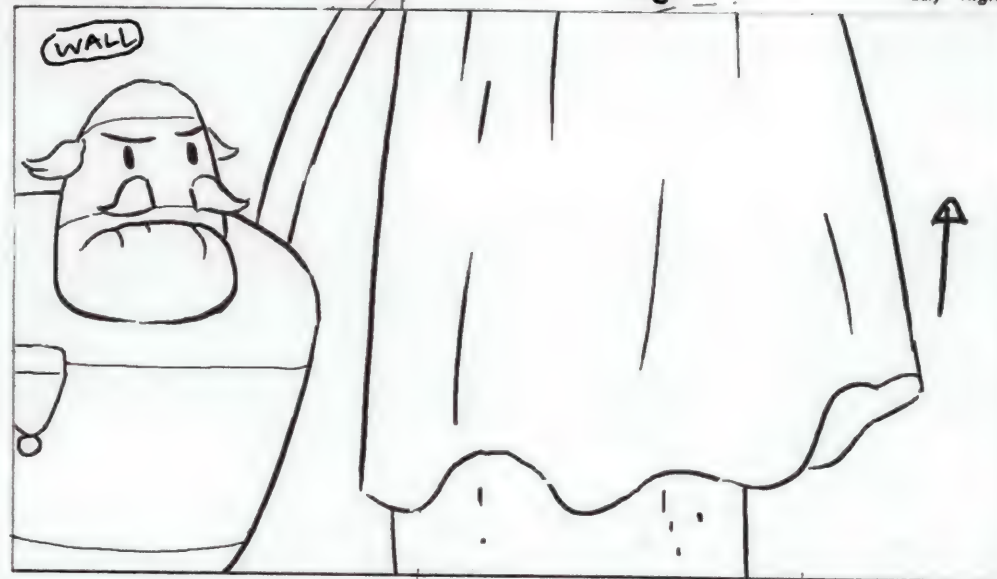


Sc. 53 A

Pnl. A

Bg.

day night



1034-233

EPISODE #

1034/233

Dialog:

CCC: GAZE UPON THE
DIVINE and terrible COUNTENANCE -- SFX: * WHOOSH *

Action:

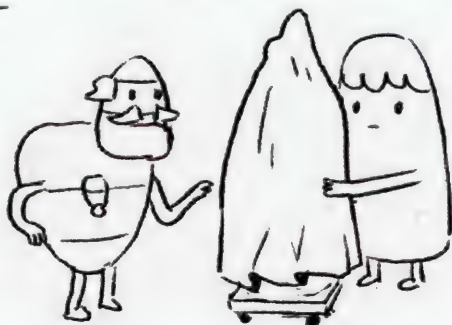
- CCC REACHES UP TO CLOTH.
- BG STEPS BACK

- CCC WHIPS IT OFF, THE DRAPE!

(SP) AD

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Timing:



1034/233

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ADVENTURE TIME



Sc. 53A *cont*

Pnl. B

Bg.

day night

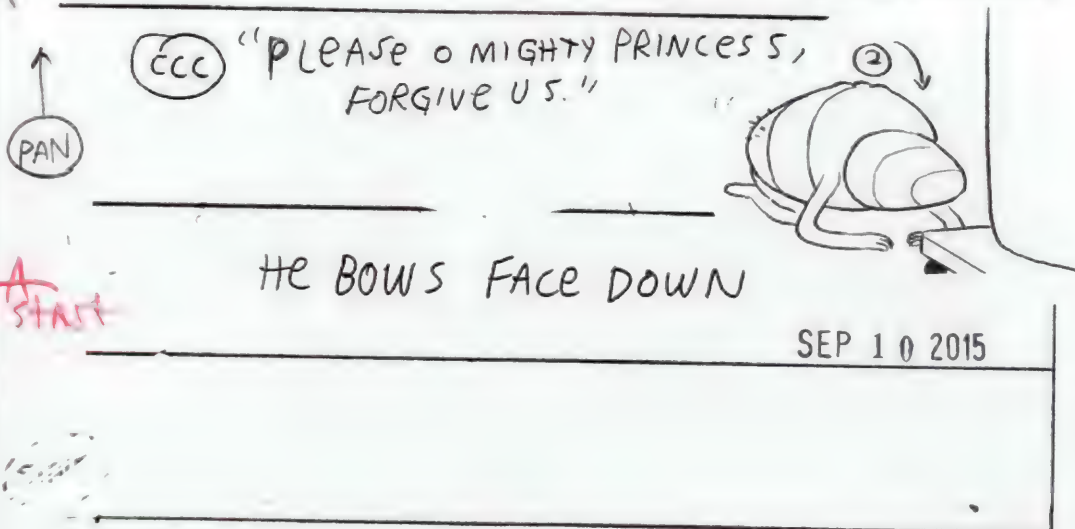
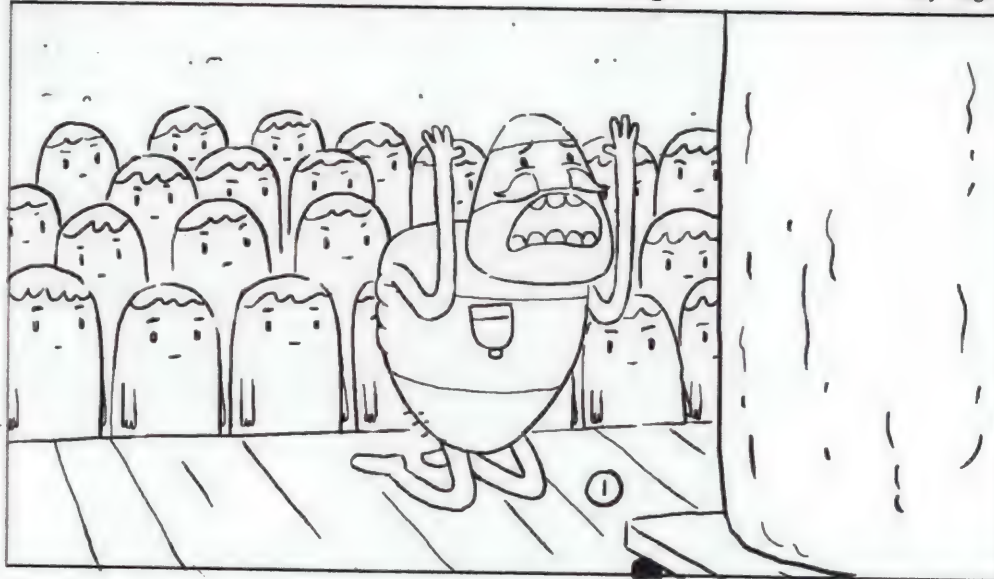
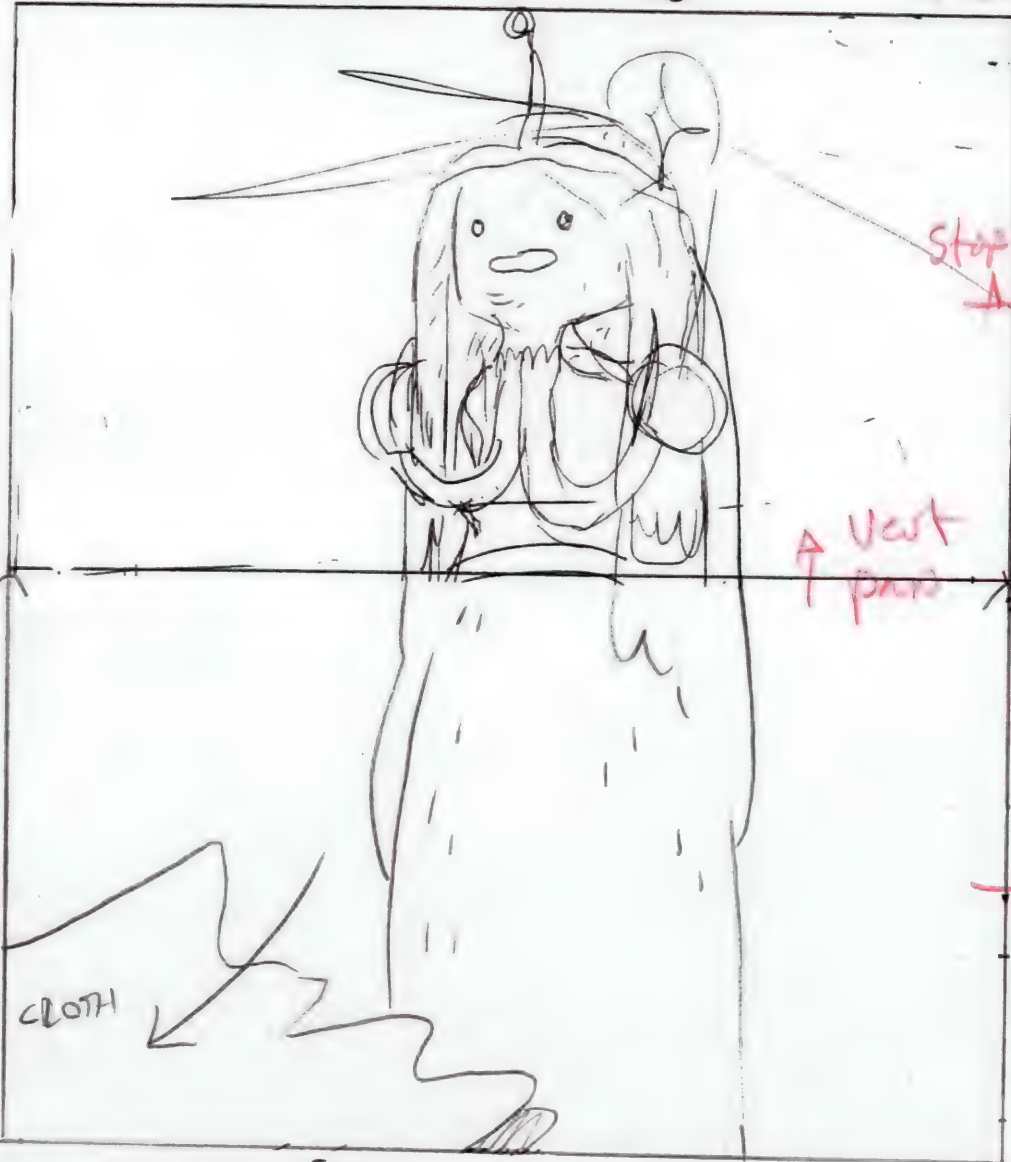
Sc. 54

Pnl. A

Bg.

Page 77

day night



HE BOWS FACE DOWN

SEP 1 0 2015

B.GUARDS: (o/s) O O O O O. - PAN UP STATUE OF PB.

EPISODE #

1034-233

Production :

1034/233

1034/233

1034/233

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ADVENTURE TIME



PAN →

Page 78

1034-233

1034/233

1034/233

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STOP

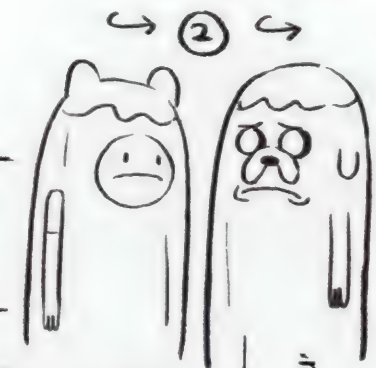
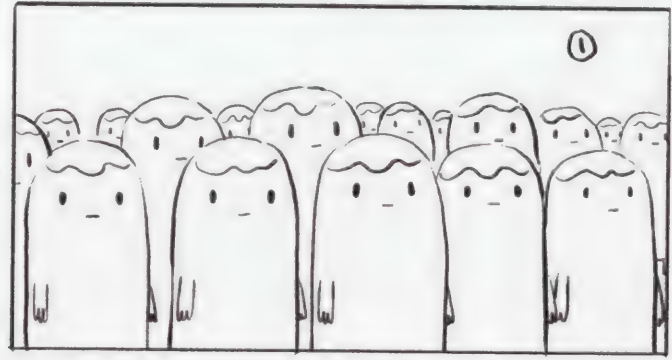
Dialog:

Action: - B. GUARDS ALL AT ONCE. BOW,

Timing:

BGS. (OUT OF ORDER, NOT A CHANT.)
 - "FORGIVE US. FORGIVE US. FORGIVE US."
 - "BE MERCIFUL"
 - "I'M SORRY"

PAN TO F+J LOOKING BACK THEN SHARING A LOOK



SEP 10 2015

Produ

1034/233

1034/233

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ADVENTURE TIME



Page 79

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
55	cont	B		

Dialog:
Action:
- FINN SHRUGS
Timing:
SEP 10 2015

1034-233

EPISODE #

Production :

1034/233

1034/233

ADVENTURE TIME



Page 80

Sc. 55 *cont* Pnl. C

Bg.

day night



Sc. 55 *cont* Pnl. D

Bg.

day night



Dialog: F: (WHISPER) Sorry PB

Jake: (whispers): Yeah man, me too pubs

Action: - BG SLIGHTLY LOOKS UP + FINN NOTICES
- ADJ. LEFT. TO BG.

- FINN BOWS DOWN TOO!
- ADJ. RIGHT TO F+J

Timing:

SEP 10 2015

EPISODE #

1034-233

Production

1034/233

1034/233

1034/233

ADVENTURE TIME



Page 81

Sc. 55 *CONT*

Pnl. E

Bg.

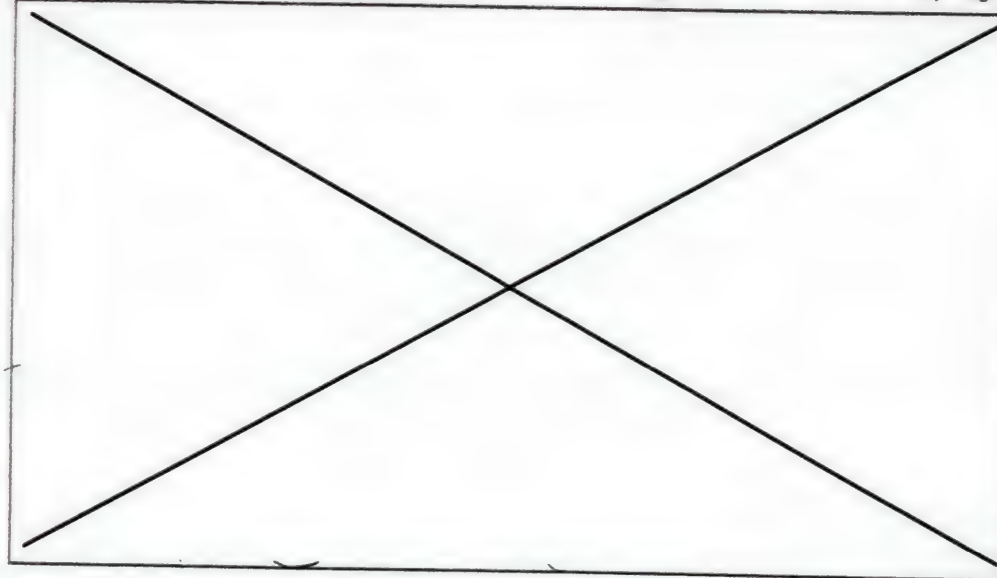
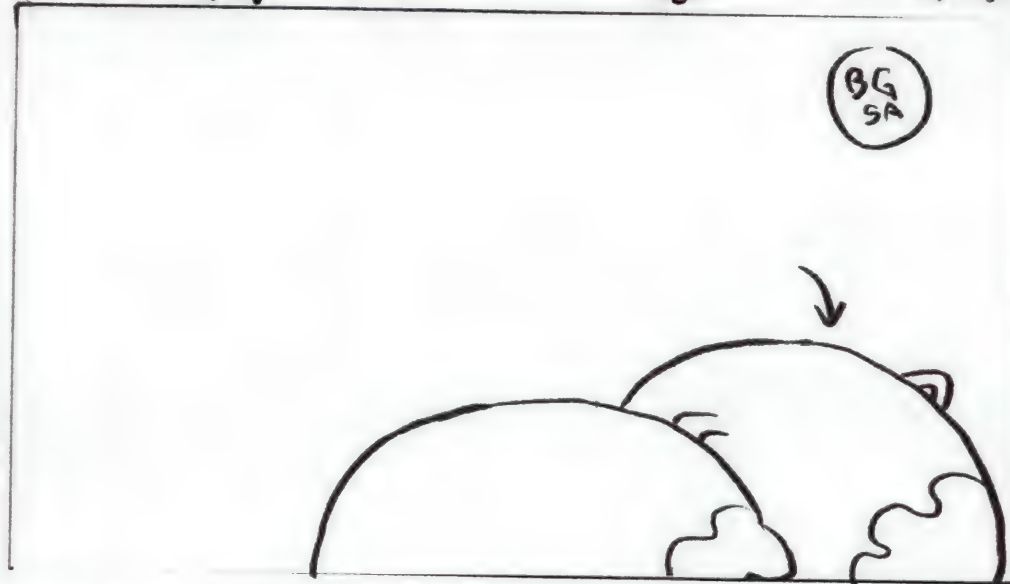
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

— JAKE STRETCH BENDS
DOWN.

Timing:

SEP 10 2013

1034-233

EPISODE #

Production :

1034-233

1034/233

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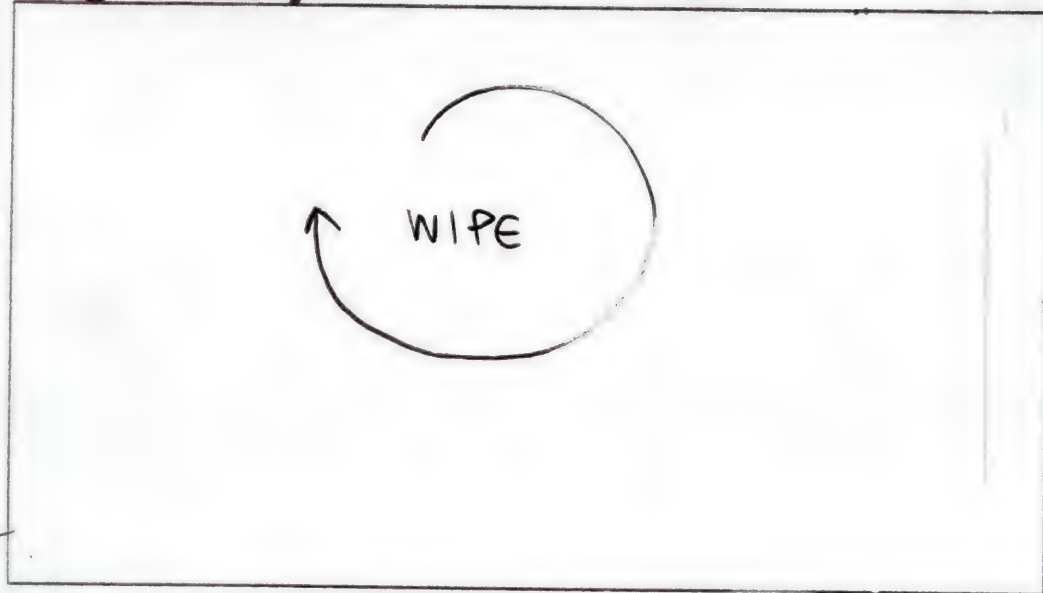


Page 82

Sc. 55 cont Pnl.

Bg.

day night

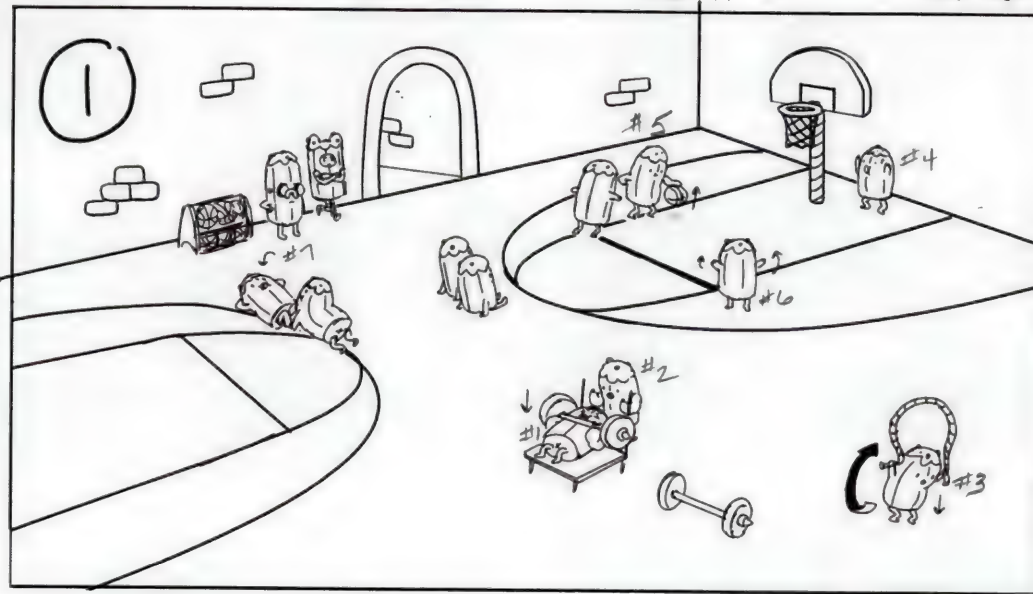


Sc. 56

Pnl. A

Bg. 1

day night



Dialog:

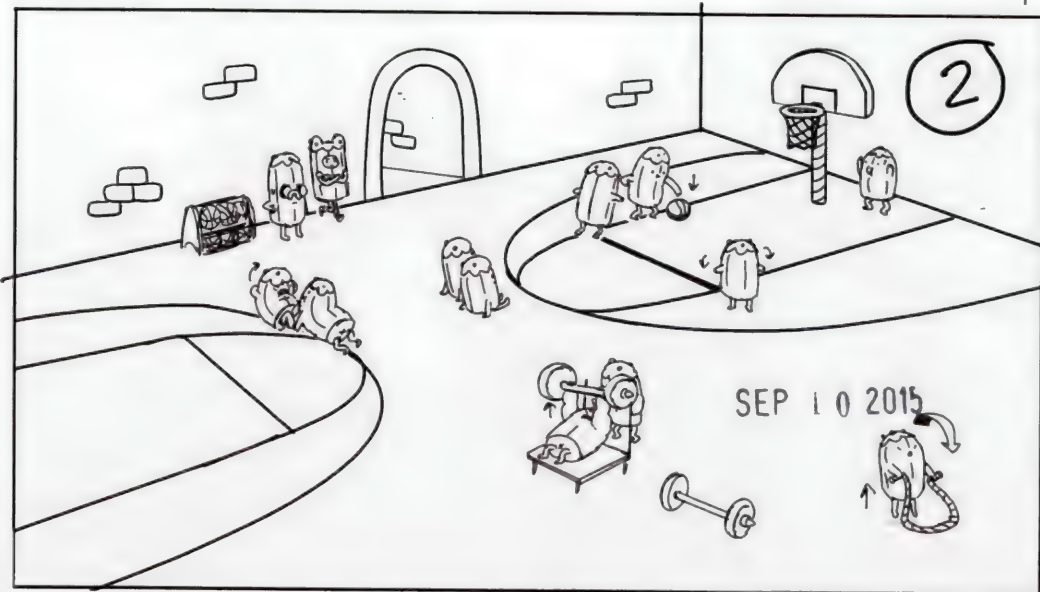
Action:

Timing:

- BG COMPOUND
COURTYARD

- BGs play basketball,
lift weights, jump
rope, do sit-ups

- CYCLE ① + ②



Production

EPISODE #

1034-233

1034/233

1034/233

1034/233

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ADVENTURE TIME



Page 83

Sc. 57

Pl. B

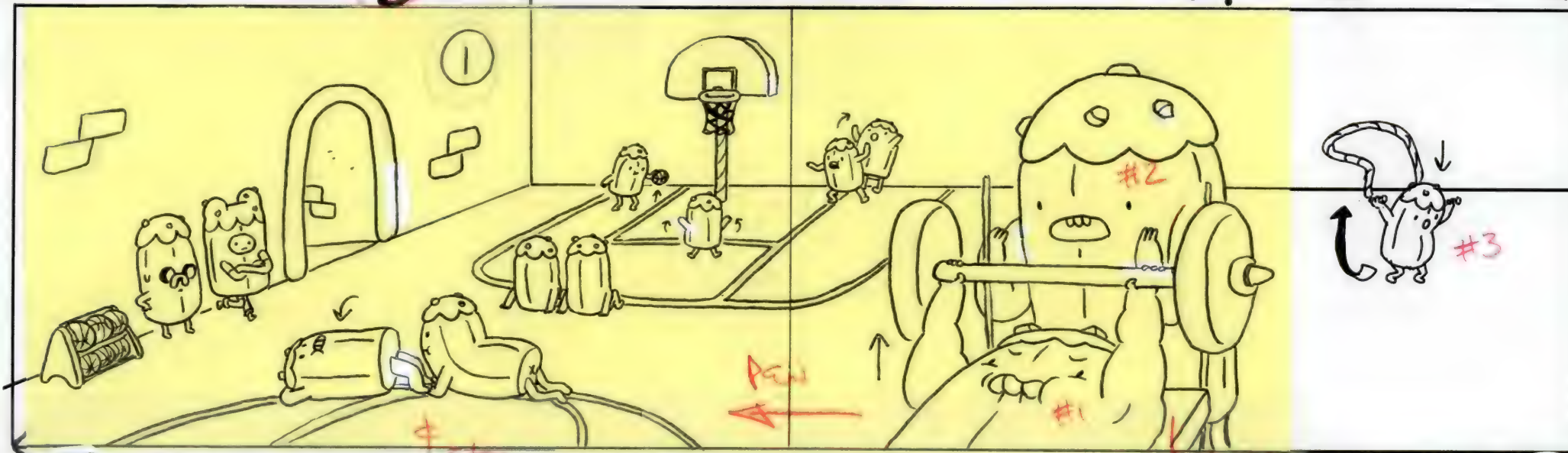
Bg

day night

A

Bg.

day night



EPISODE #

1034-233

1034/233

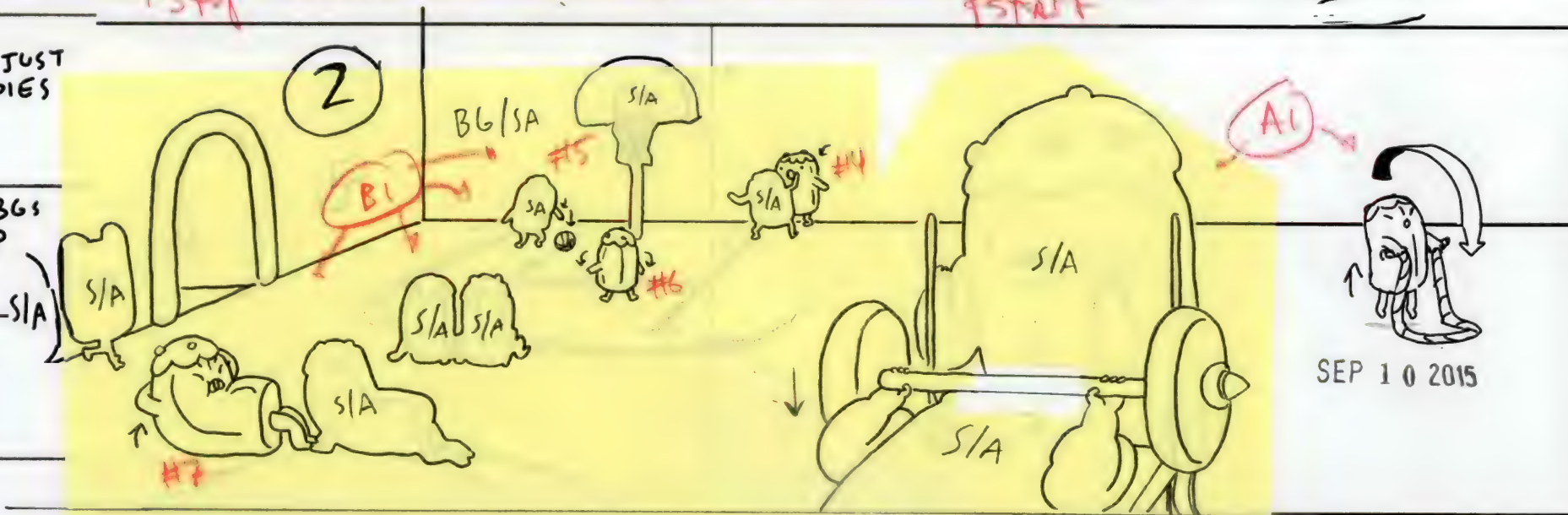
Dialog:

MUSCLES BG #1 : C'MON BRO, JUST 10 MORE REPPES

Action: - PAN LEFT as BGs play B-ball, jump rope, lift weights, do crunches.

Timing:

- CYCLE ACTION
① + ②

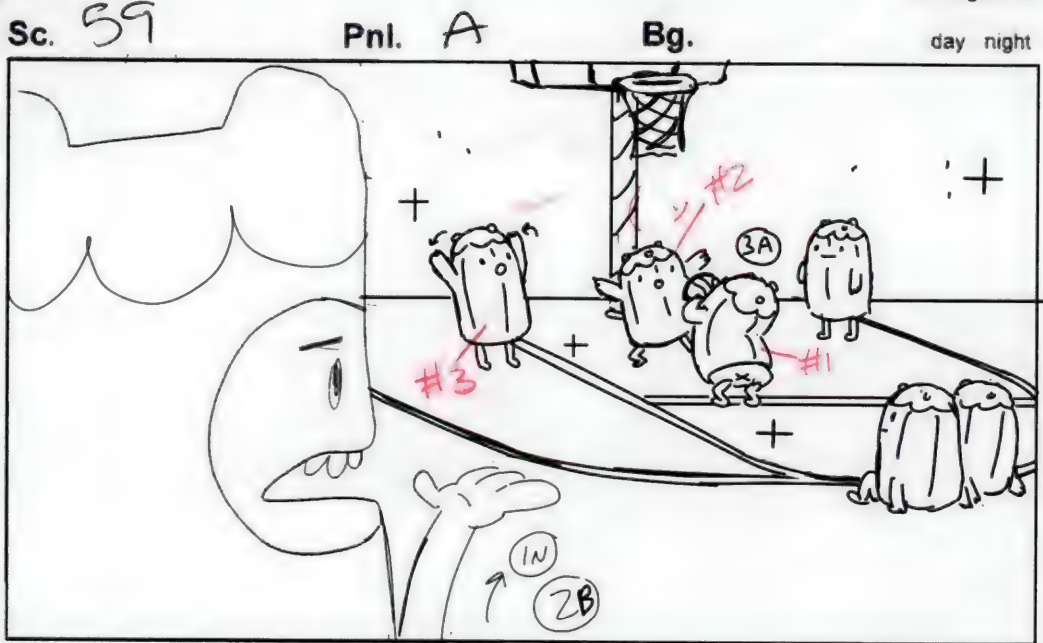
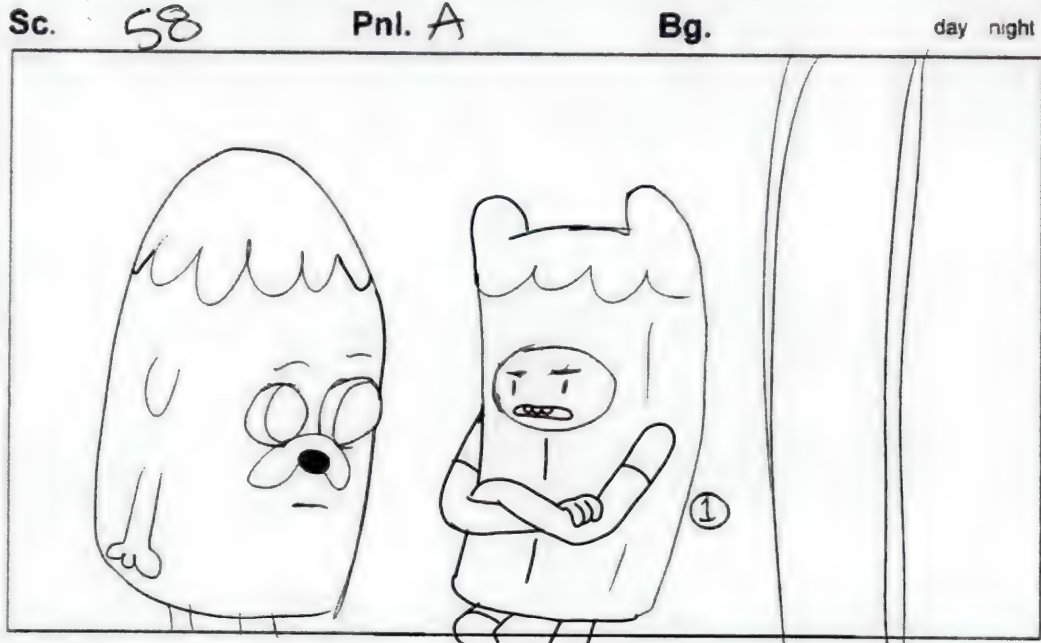


SEP 10 2015

1034/233

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ADVENTURE TIME



Dialog:

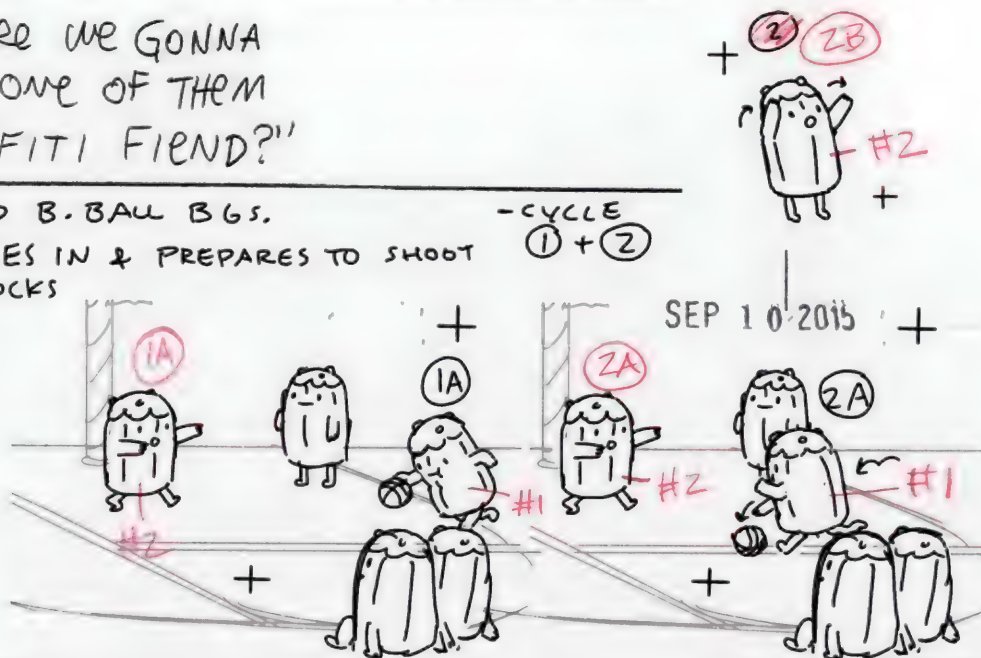
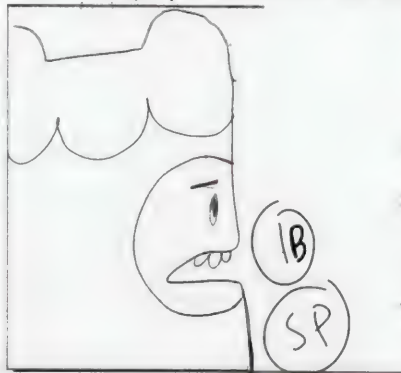
Action: F TURNS TO LOOK O/S

Timing:



① "HOW THE DONK ARE WE GONNA FIND OUT WHICH ONE OF THEM IS THE GRAFFITI FIEND?"

- F. GESTURES TO B. BALL BG'S.
- ONE BG DRIBBLES IN & PREPARES TO SHOOT AS ANOTHER BLOCKS



ADVENTURE TIME

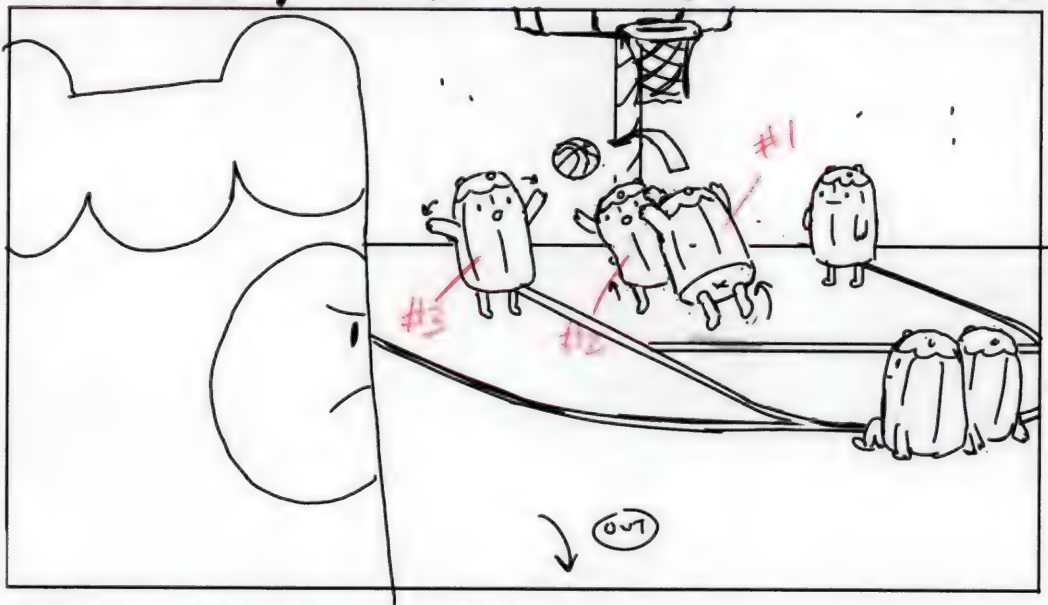


Page 85

Sc. 59 *CONT* Pnl. B

Bg.

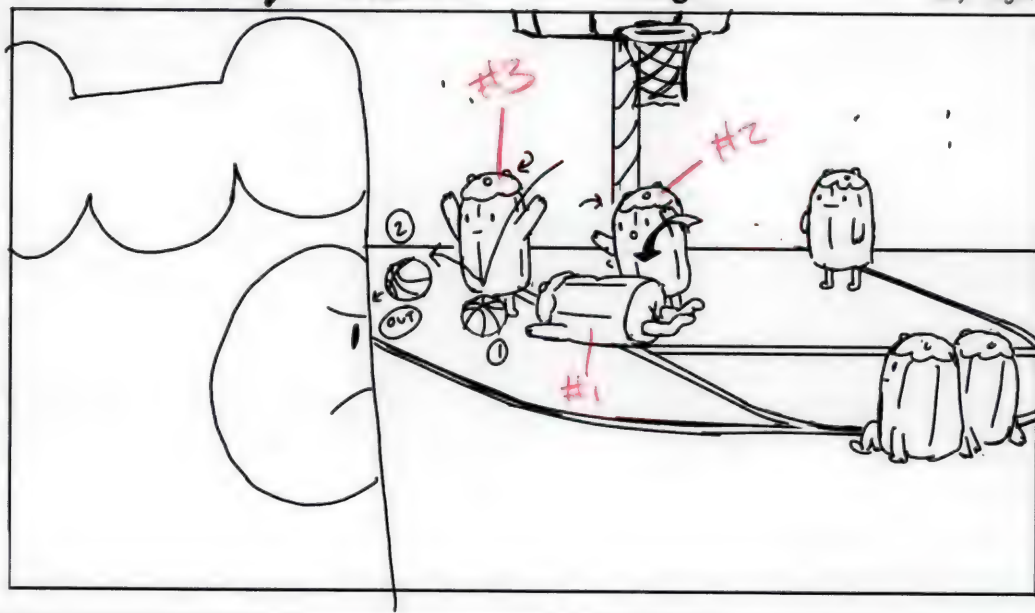
day night



Sc. 59 *CONT* Pnl. C

Bg.

day night



Dialog:

BG #1: "EHUH"

BG #1: "UNH"

Action:

- BG SHOOTs BALL BUT IT DOESNT GO FAR

- BG FALLS ON FACE,
BALL BOUNCES o/s

Timing:

SEP 10 2015

EPISODE #

1034-233

Production :

1034/233

1034/233

1034/233

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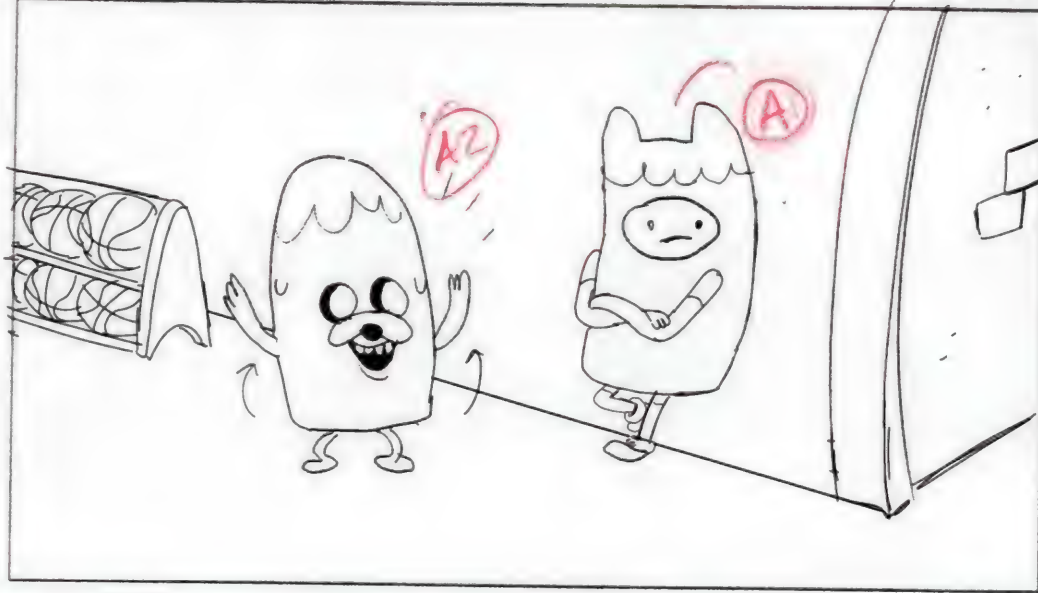
ADVENTURE TIME



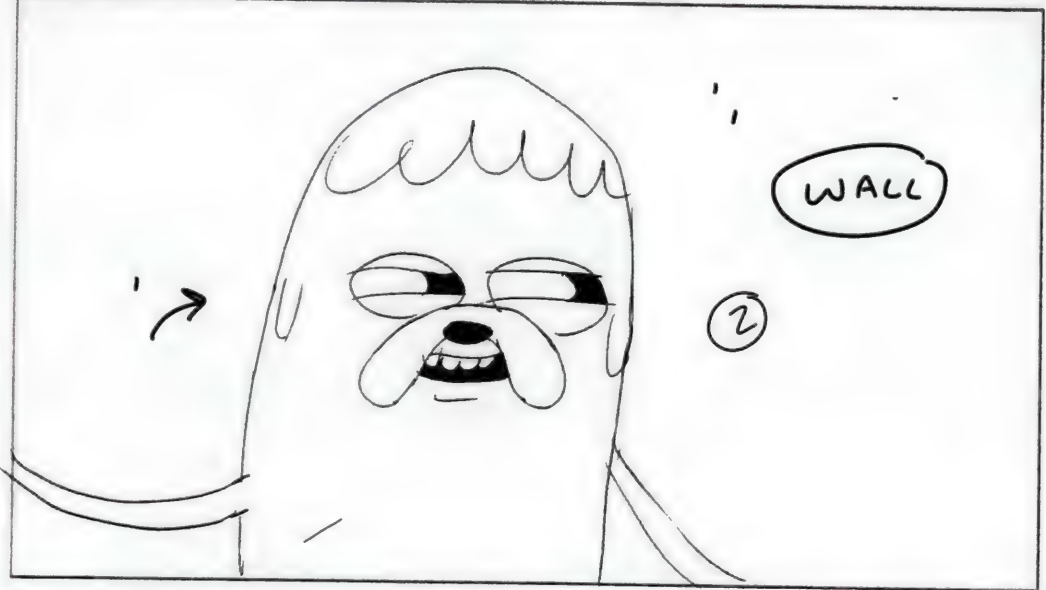
Page 86

86A NEXT

Sc. 60 Pnl. A Bg. day night



Sc. 61 Pnl. A Bg. day night



EPISODE #

1034-233

1034/233

Dialog: J "THAT'S EASY, MAN"

Action: - F TURNS TO LOOK AT J



J "WE'LL LURE HIM OUT OF HIDING WITH AN IRRESISTIBLE TEMPTATION..."

- JAKE BUNNY HAND COMES IN -
*BUNNY POSES ON PG. 86A

SEP 10 2015

Production

1034/233

1034/233

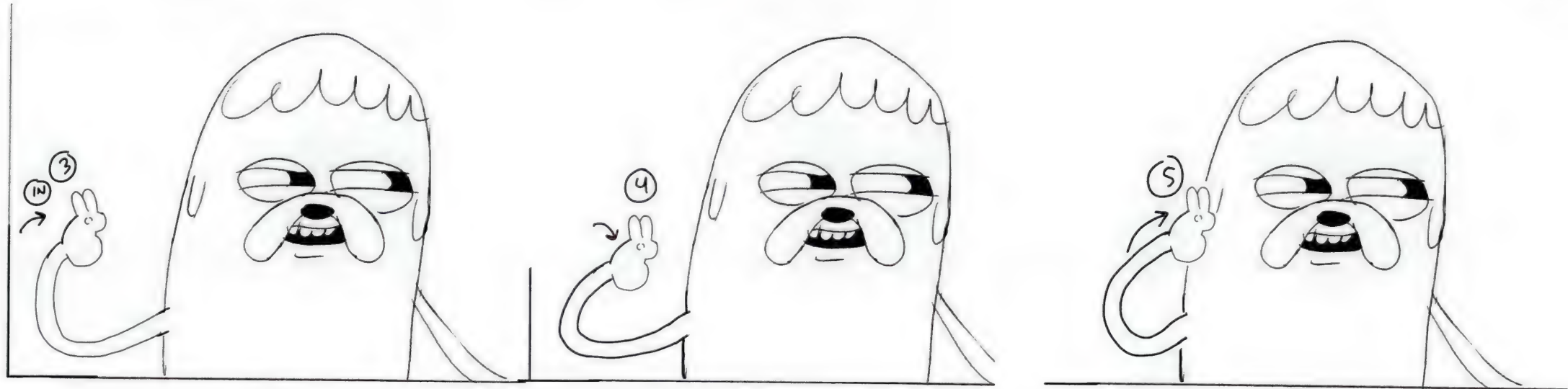
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ADVENTURE TIME



sc. 61 CONT

Page 86A
87 NEXT



SEP 10 2015

1034-233

1034/233

1034/233

1034/233

ADVENTURE TIME

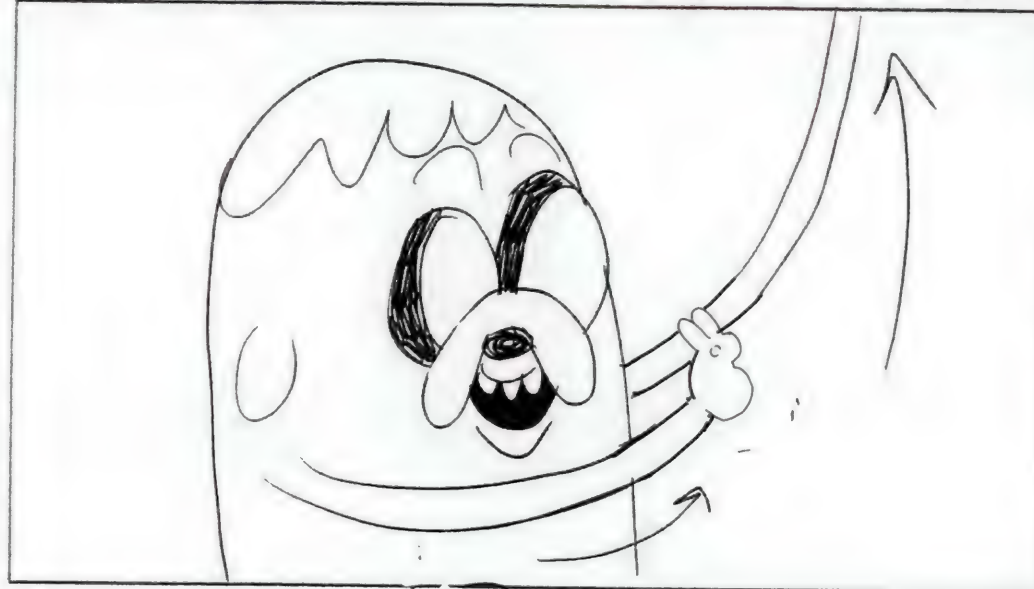


Page 87

Sc. 61 *cont* Pnl. B

Bg.

day night

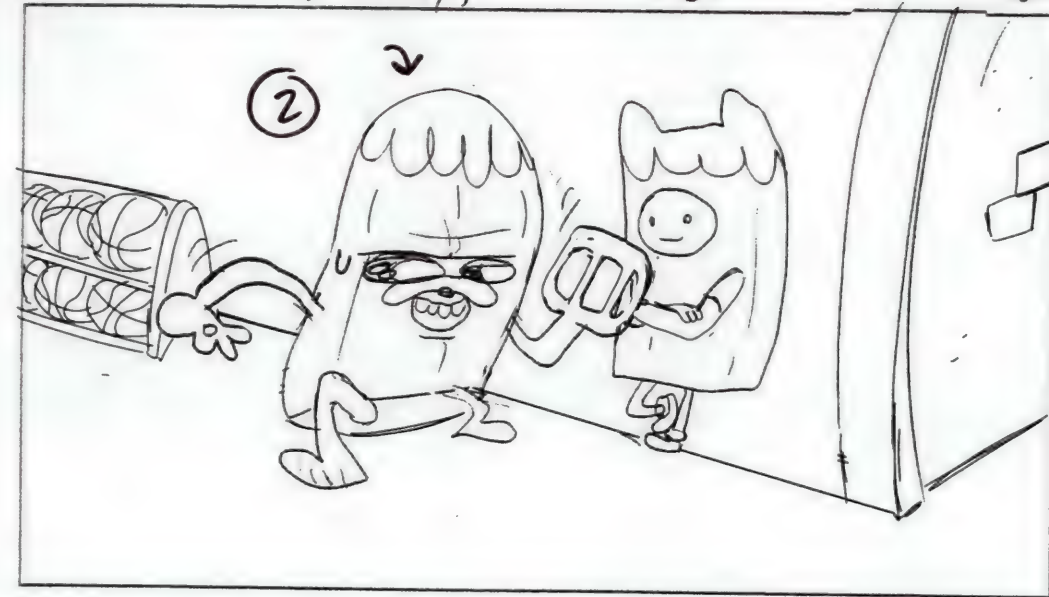


Sc. 62

Pnl. A

Bg.

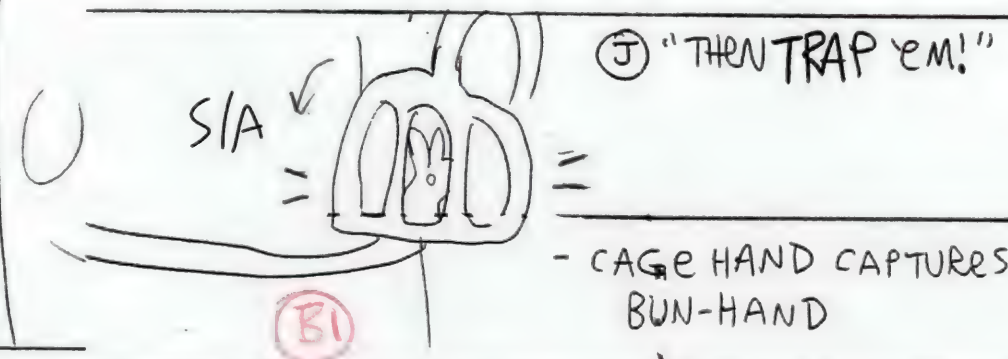
day night



EPISODE # 1034-233

1034/233

1034/233



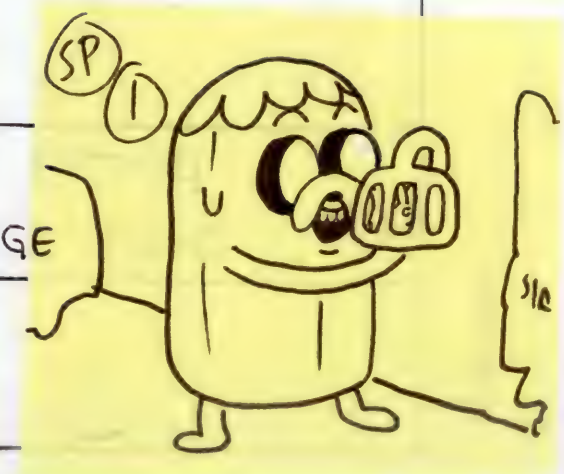
Ⓜ "THEN TRAP 'EM!"

- CAGE HAND CAPTURES BUN-HAND

Ⓜ "WATCH AND LEARN, ROOKIE..."

- J MOSEYS OUT, PATTING F'S CHEST W/ CAGE HAND.

SEP 10 2015



1034/233

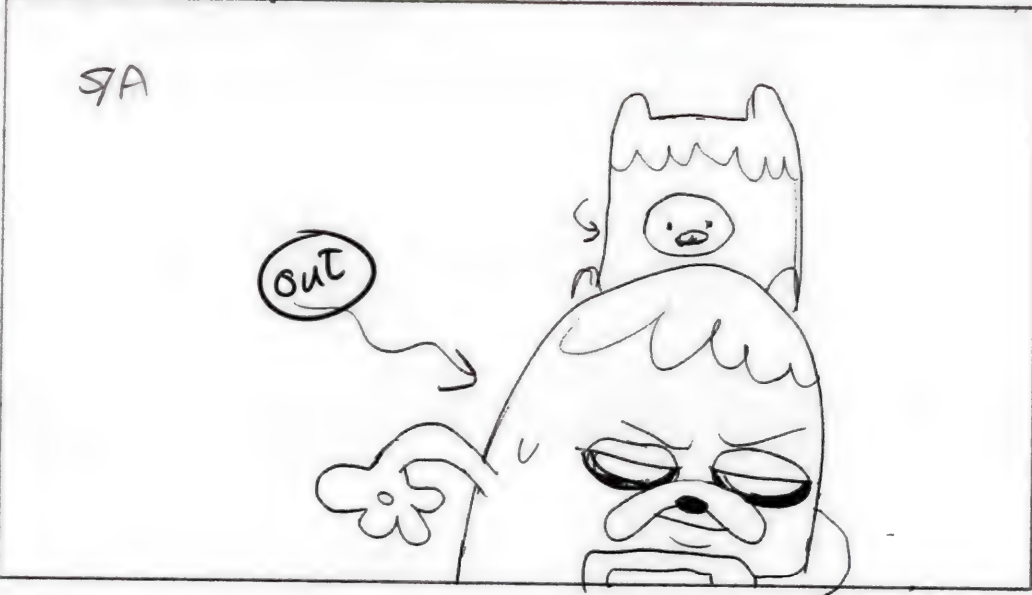
ADVENTURE TIME



Sc. 62 *cont* Pnl. B

Bg.

day night

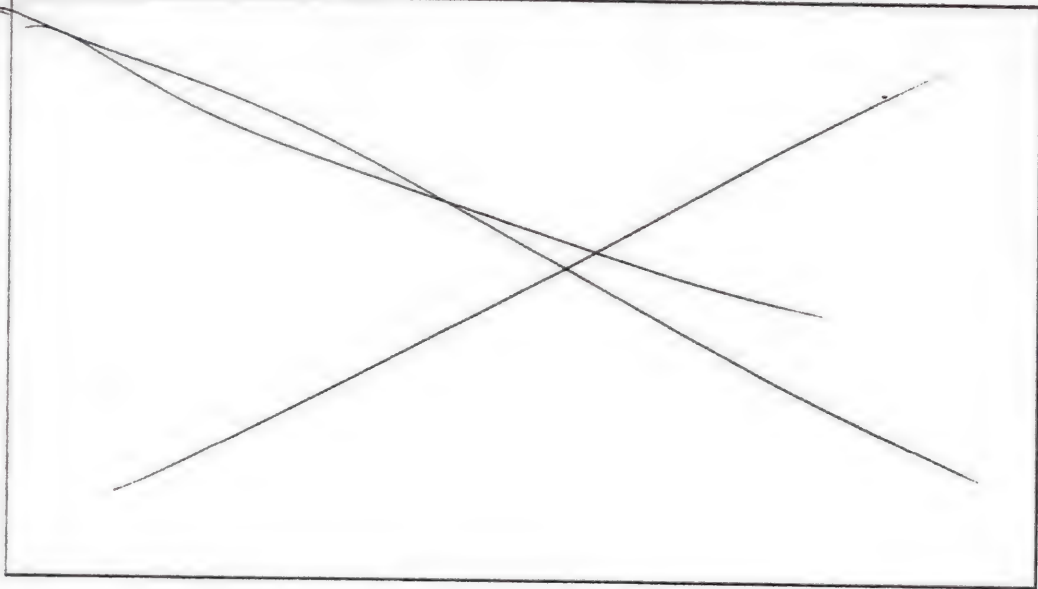


Sc.

Pnl.

Bg.

day night



Dialog:

⑦ (CHUMMY) YOU'RE A ROOKIE "

Action:

- JAKE MOSEYS OUT
- FINN WATCHES

Timing:

SEP 10 2015

EPISODE #

1034-233

1034/233

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1034/233

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1034/233

ADVENTURE TIME



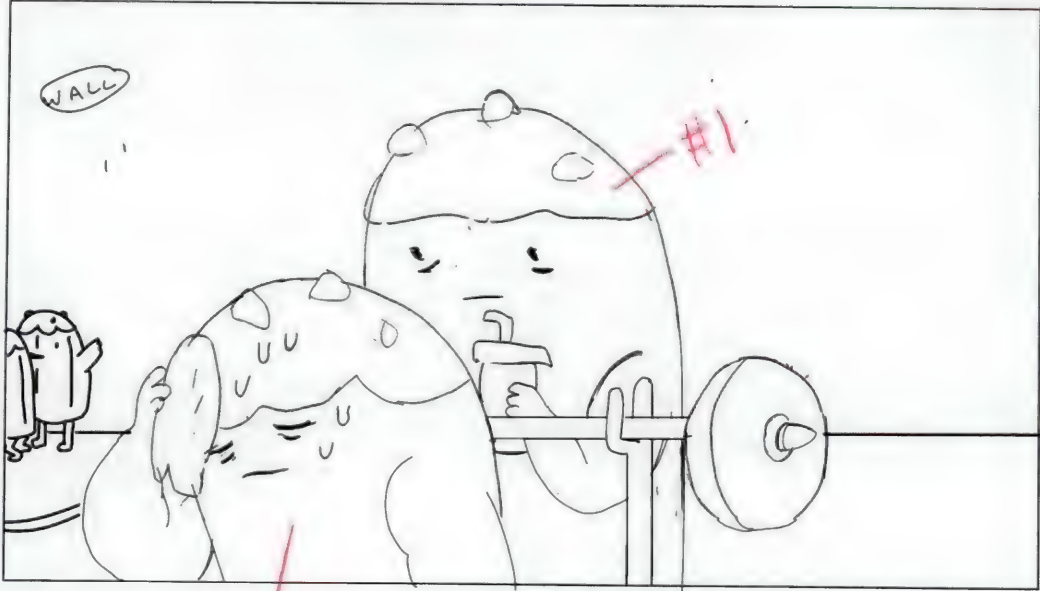
Page 89

Sc. 63

Pnl. A

Bg.

day night

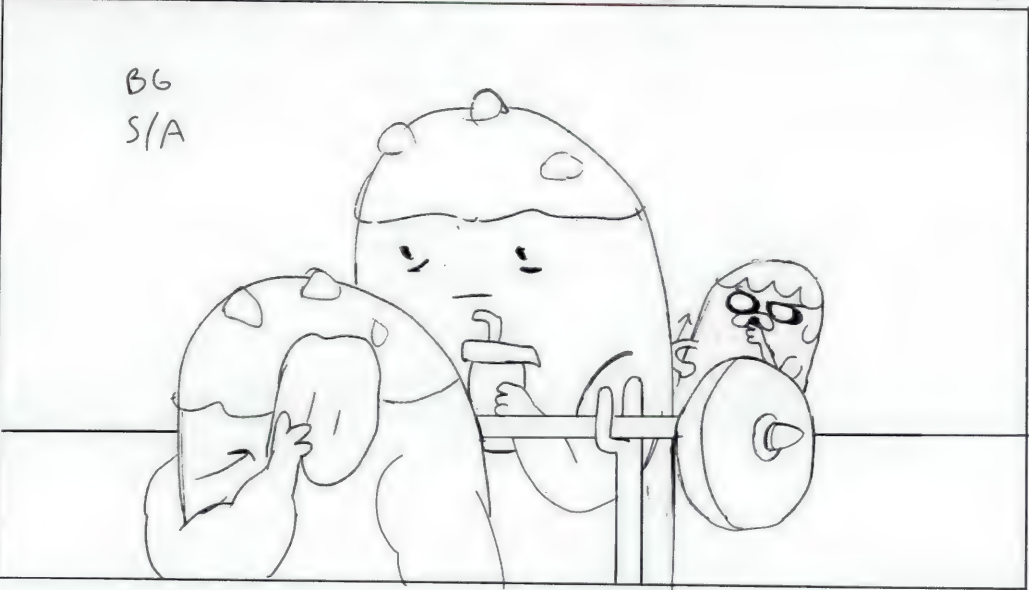


Sc. 63 cont

Pnl. B

Bg.

day night



Dial

Action

Time

MBG

= MBG WIPES SWEAT, OTHER WATCHES
- J WALKS AROUND THEM, STOPS
& thinks.



1034-233

EPISODE #

1034/233

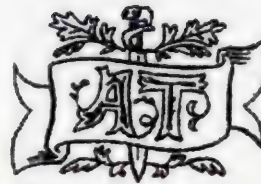
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1034/233

ADVENTURE TIME



Page 90

Sc. 64

Pnl. A

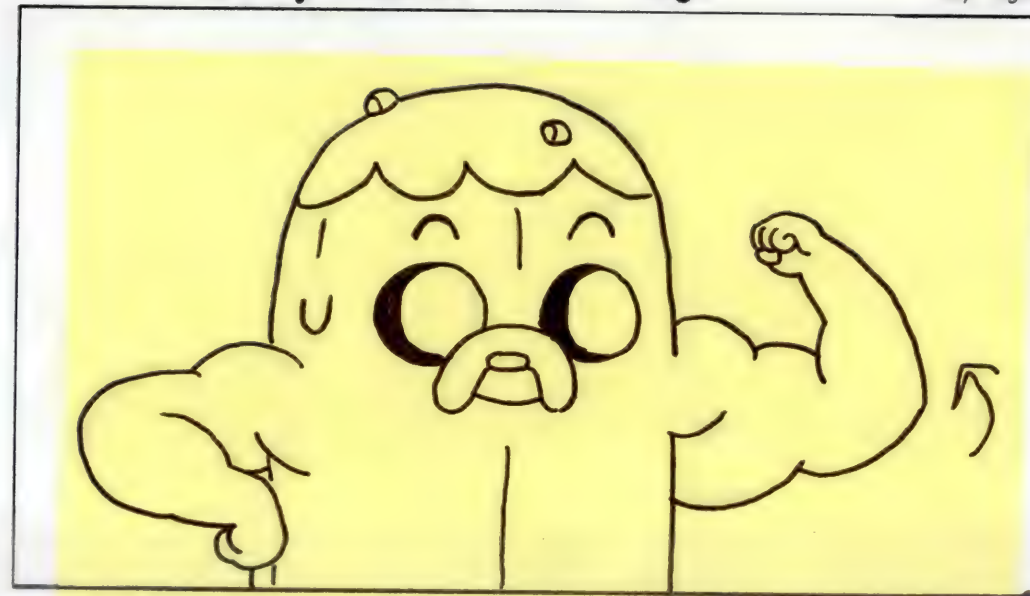
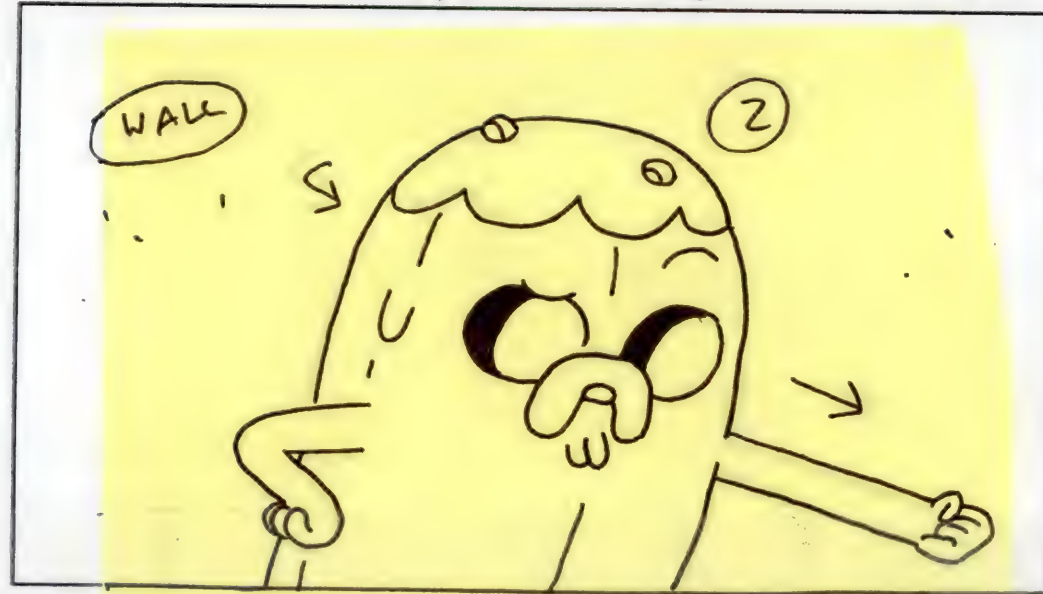
Bg.

day night

Sc. 64 CONT Pnl. B

Bg.

day night



Dialog:

Action: - J. looks
at small arms

Timing:



SFX: = PHOOMP =

- J BEEFS 'EM UP!

SEP 10 2013

EPISODE #

Production

1034-233

1034/233

1034/233

1034/233

day night



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1034/233

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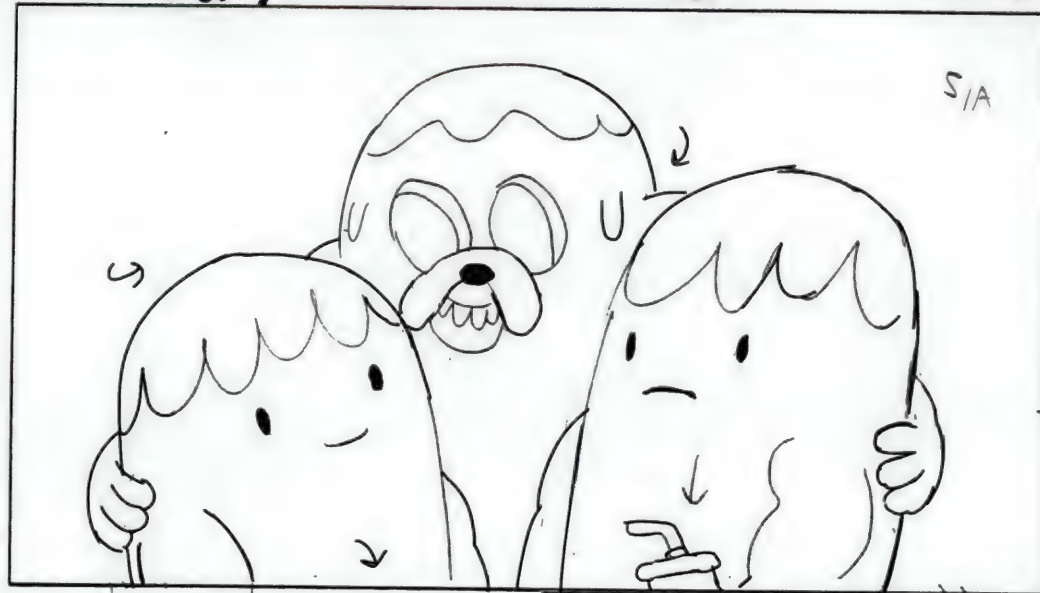


Page 92

Sc. 65 *cont* Pnl. C

Bg.

day night



Sc. 65 *cont* Pnl. D

Bq.

day night



Dialog:

Action: - J ARMS AROUND MBG's,
Both lower their held objects

Timing:

SEP 10 2015

EPISODE #

Production :

1034-233

1034/233

1034/233

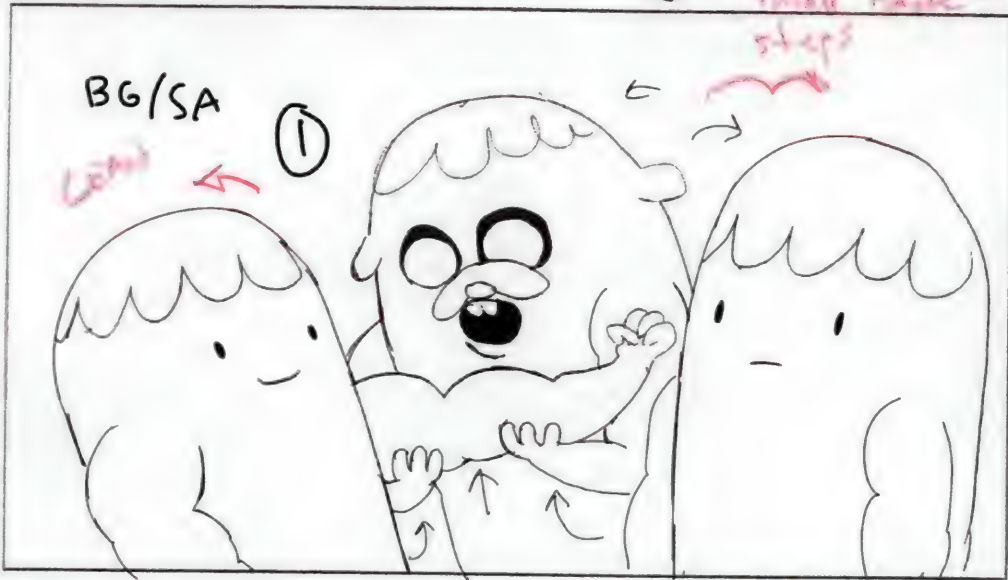
ADVENTURE TIME



Page 93

Sc. 65 CONT Pnl. E

Bg. day night



Dialog:

J/ Yeah brothers!

-J. LIFTS MBG's

arm
Action: - drops arm

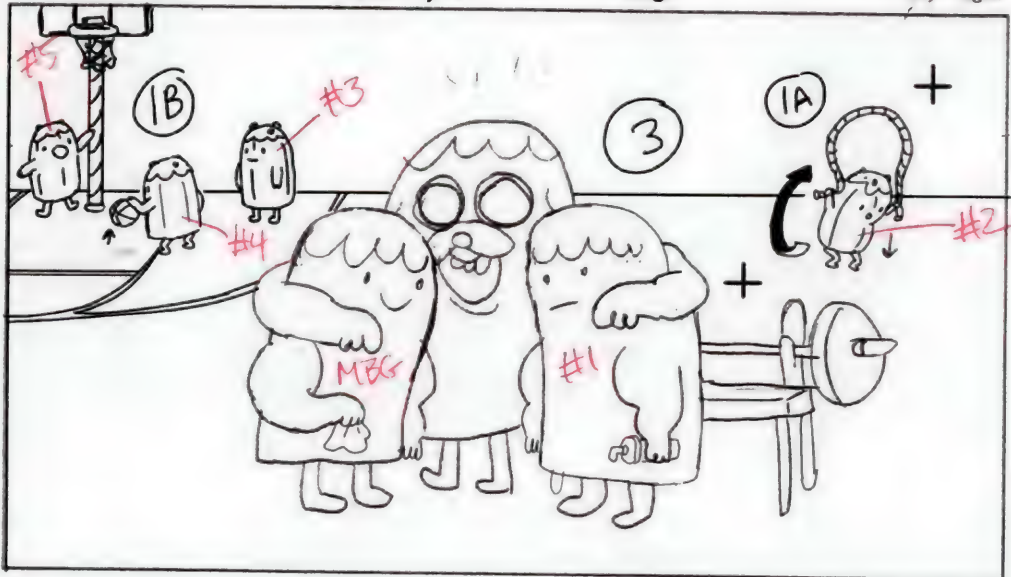
Timing:



Sc. 66

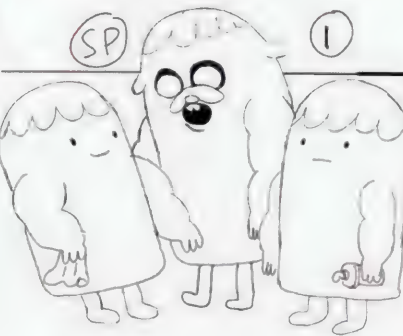
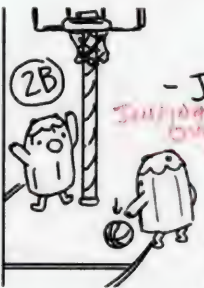
Pnl. A

Bg. day night



⑤ WE'RE ALL BROTHERS, YOU KNOW?
FIGHTIN' CRIMES + MAKIN' RHYMES,
RIGHT?

-J. PUTS HIS ARMS AROUND MBG'S
- CYCLE ①A + ②A, CYCLE ①B + ②B



SEP 10 2015

1034-233

EPISODE #

1034/233

1034/233

1034/233

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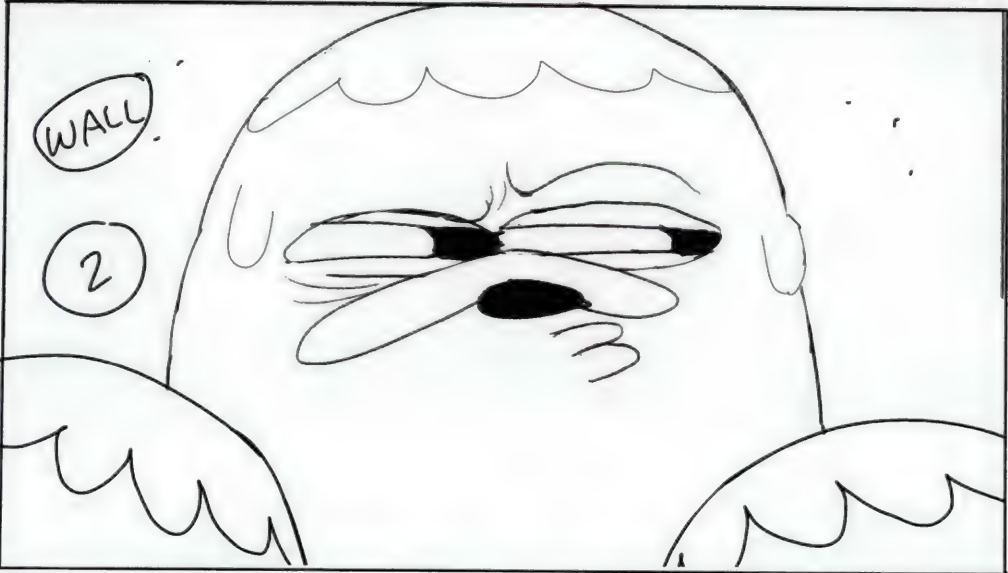


Page 94
94A NEXT
day night

Sc. 66 cont Pnl. B Bg. day night



Sc. 67 Pnl. A Bg. day night



Dialog:	⑤ 'HA HA HA'	①
Action:	- J'S ARM PUMP UP A BIT AS HE LAUGHS	- J LOOKS AROUND CAUTIOUSLY,
Timing:	SEP 10 2015	

EPISODE # 1034-233
Production :

ADVENTURE TIME



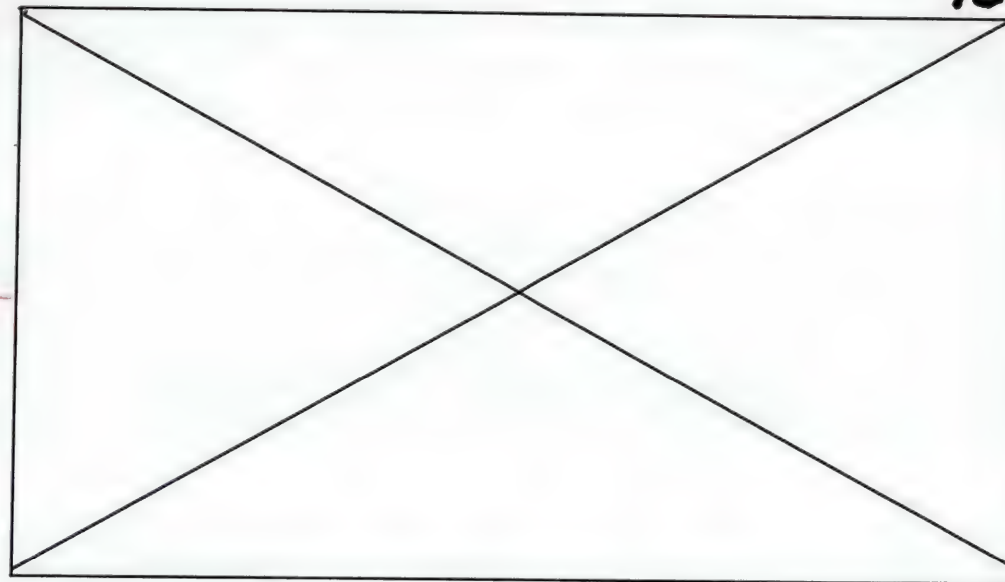
Page 94A

95 NEXT

Sc. 67 CONT Pnl. B

Bg.

day night



- JAKE'S FACE SHRINKS DOWN + TRAVELS DOWN HIS BODY
- MBG'S FOLLOW W/EYES
- PAN DOWN W/JAKE'S FACE

SEP 10 2015

1034-233

1034/233

1034/233

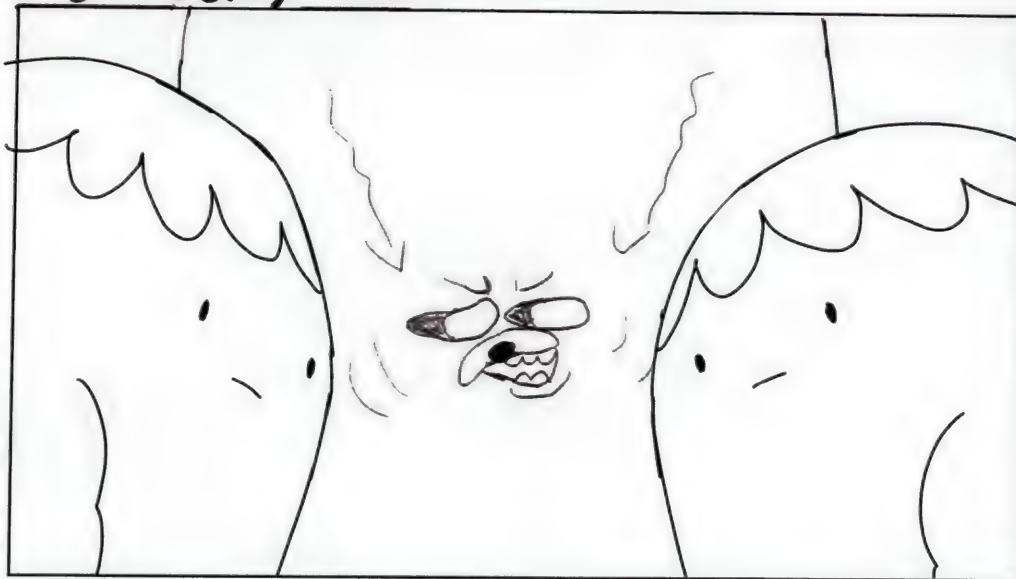
1034/233

ADVENTURE TIME



Page 95

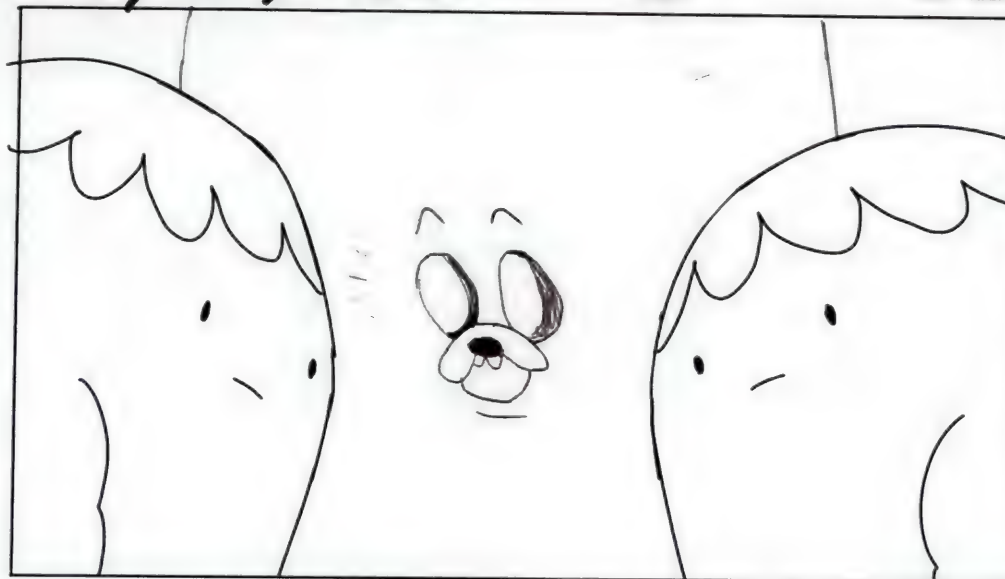
Sc. 67 cont Pnl. C



Sc. 67 cont Pnl. D

Ba.

day night



Dialog:

(J) BUUUUUUT... --

(J) ALSO!

Action:

Timing:

SEP 10 2015

EPISODE #

Production :

1034-233

1034/233

1034/233

1034/233

1034/233

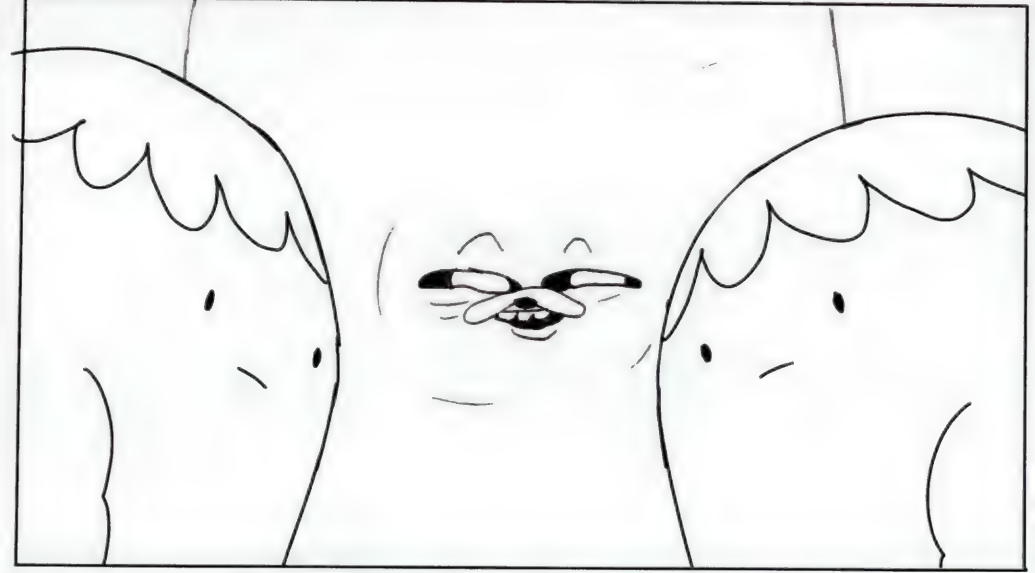
Sold This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred

ADVENTURE TIME

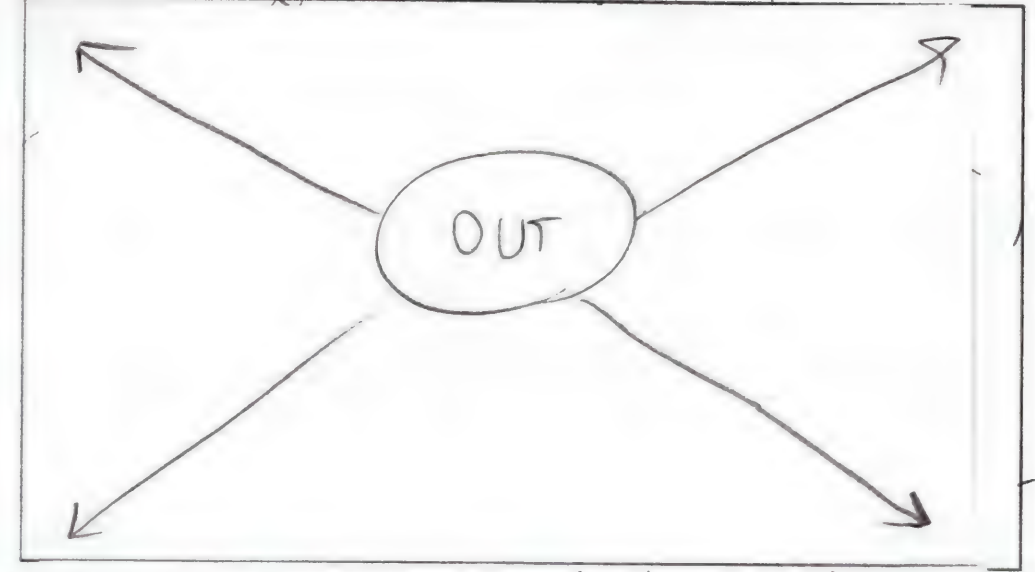


Page 96

Sc. 67 *cont* Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(J) HOW ABOUT MAKING A LITTLE CRIME OURSELVES, RIGHT?
Action:	
Timing:	

SEP 10 2015

EPISODE # 1034-233
Production :

1034/233

1034/233

ADVENTURE TIME

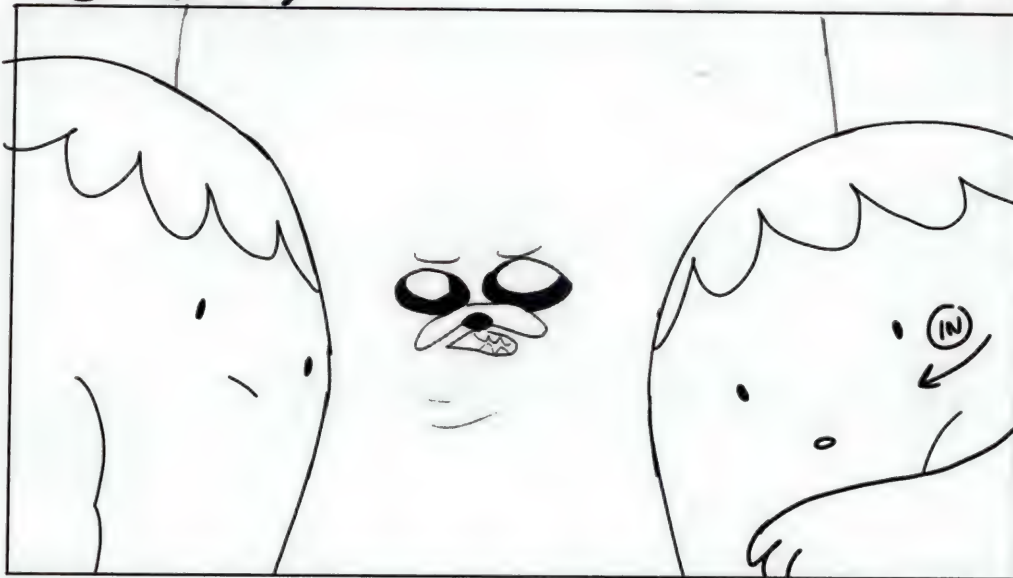


Page 97

Sc. 67 *CONT* Pnl. F

Ba.

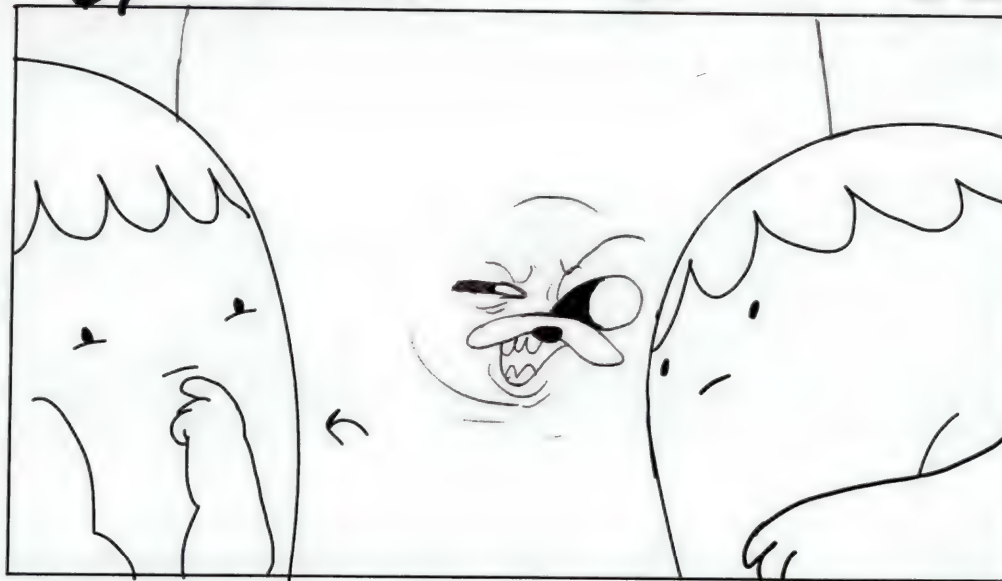
day night



Sc. 67 *CONT* Pnl G

Ba.

day night



Dialog: ① I MEAN, HOW DO WE KNOW ABOUT CRIME —

① - IF WE NEVER DONE ONE BEFORE?

Action:

J'S ARM COMES BACK IN / RIGHT MBG WATCHES IT

- LEFT MBG BRINGS HAND UP / RMBG LOOKS AT J

Timing:

SEP 10 2011

EPISODE #

Production

1034-233

1034/233

1034/233

1034/233

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ADVENTURE TIME



Page 98

Sc. 67 *cont* Pnl. H

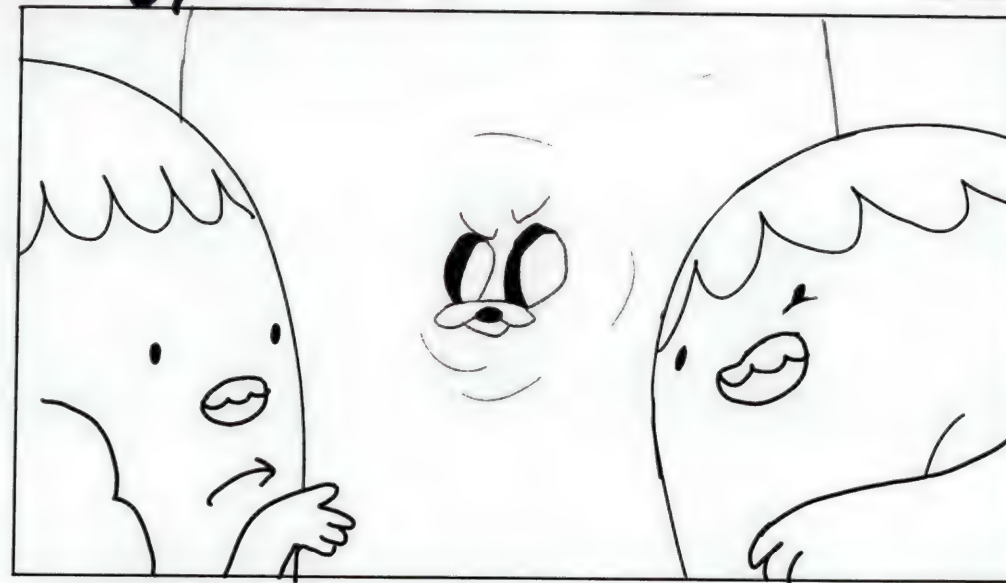
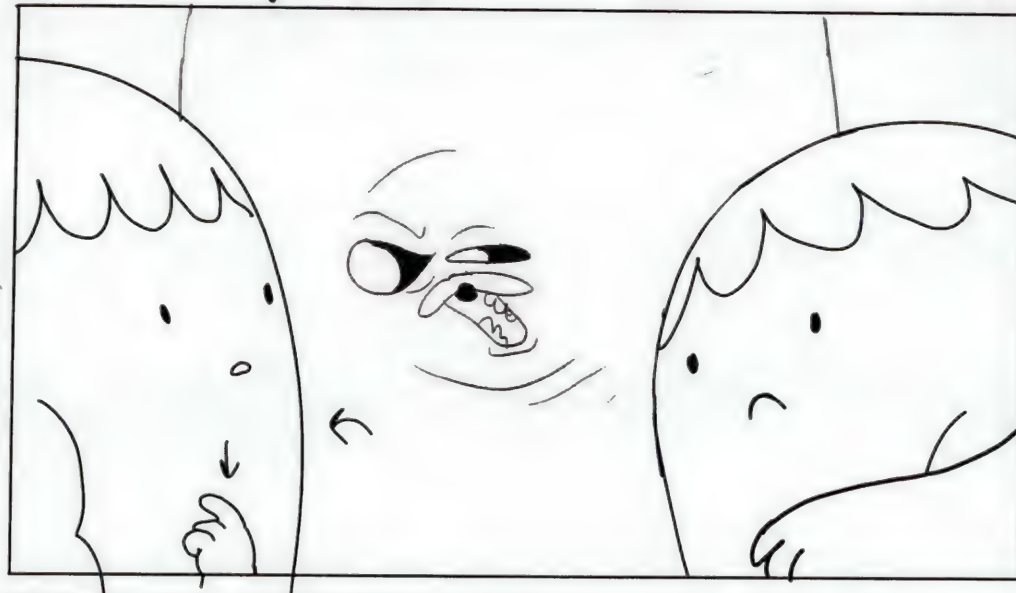
Ba.

day night

Sc. 67 *cont* Pnl. I

Ba.

day night



Dialog:

① AM I RITE?

(MBG#1) "THAT MAKES SENSE."

Action:

- LMBG HAND DROPS + LOCKS eyes w/ J

LMBG HAND FLIPS OUTWARD

Timing:

SEP 10 2015

Production

EPISODE #

1034-233

1034/233

1034/233

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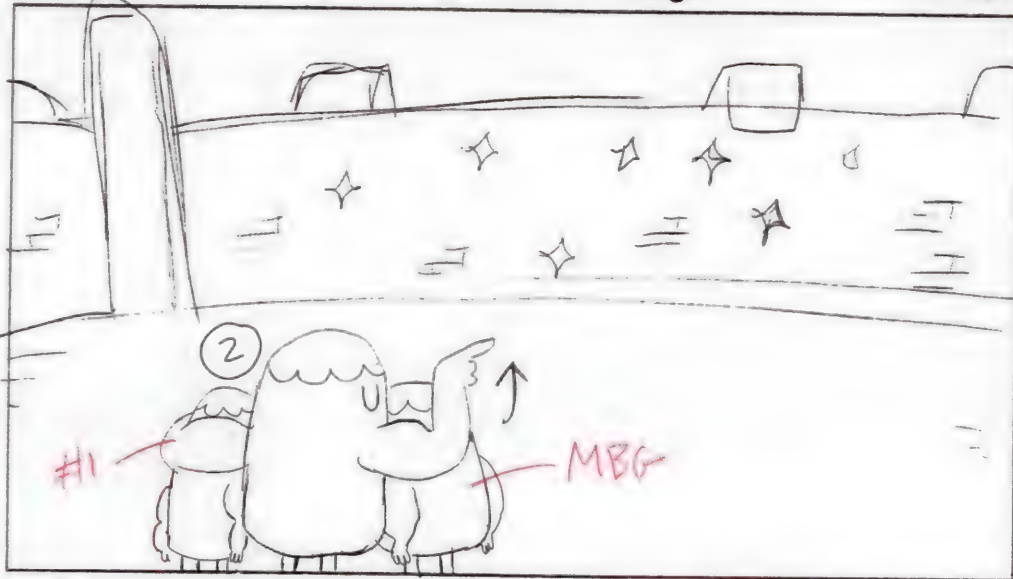
Page 99

Sc. 68

Pnl. A

Bg.

day night

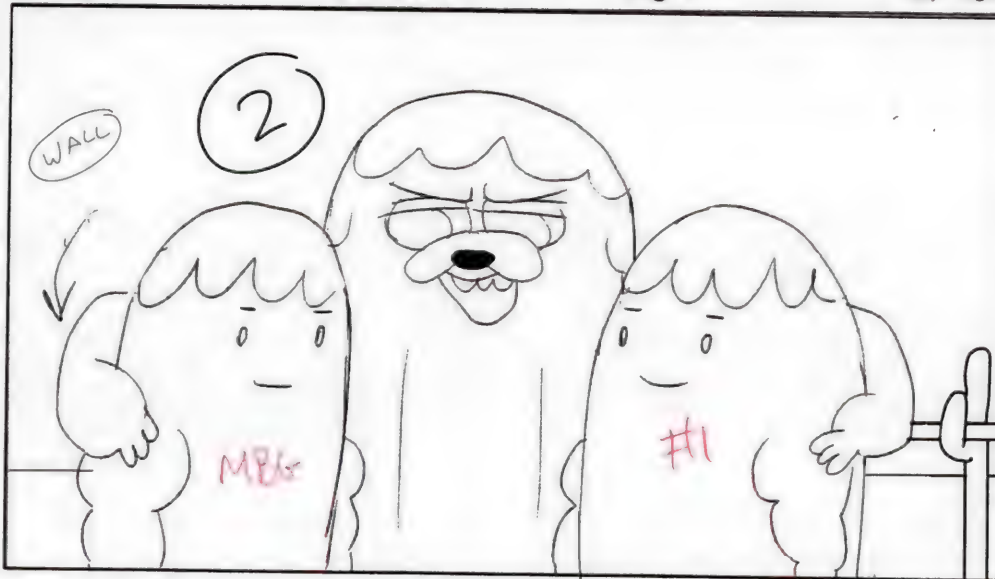


Sc. 69

Pnl. A

Bg.

day night



Dialog:

① WHY DON'T WE MEET OVER BY THAT BIG BLANK WALL LATER TONIGHT.

②

WE'LL BRING A LITTLE PAINT AND SEE WHERE THINGS GO FROM THERE, EH?

Action:

J POINTS TO WALL,
WALL SPARKLES IN RESPONSE

-J PATS HIS POINTIN'
HAND BACK DOWN ON
LMBG

Timin-



1034-233

EPISODE #

1034/233

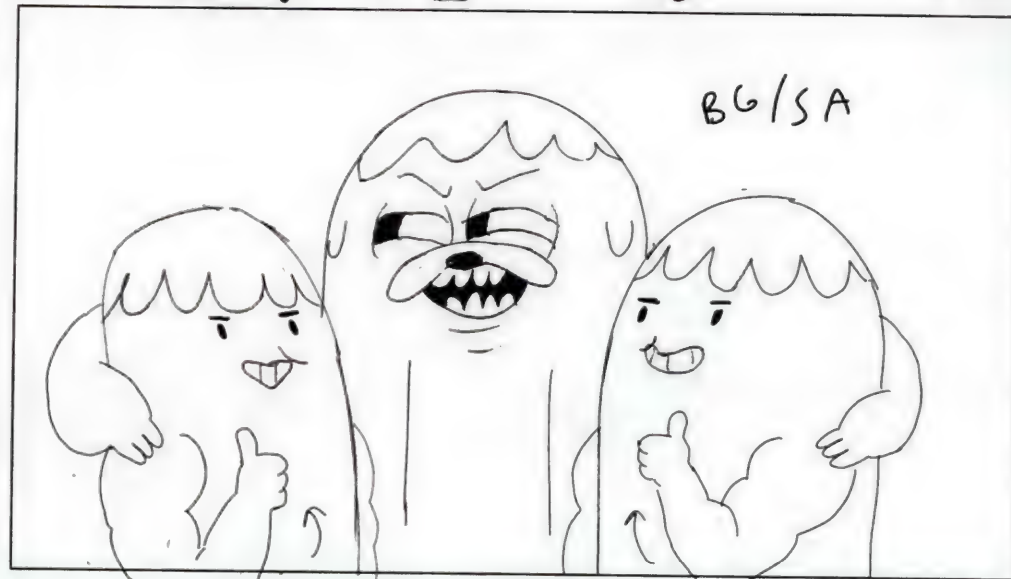
1034/233



Sc. 69 *cont* Pnl. B

Bg.

day night



Dialog: ① HeH, HeH, HeH

Action: - BOTH MBG's GIVE A THUMBS UP

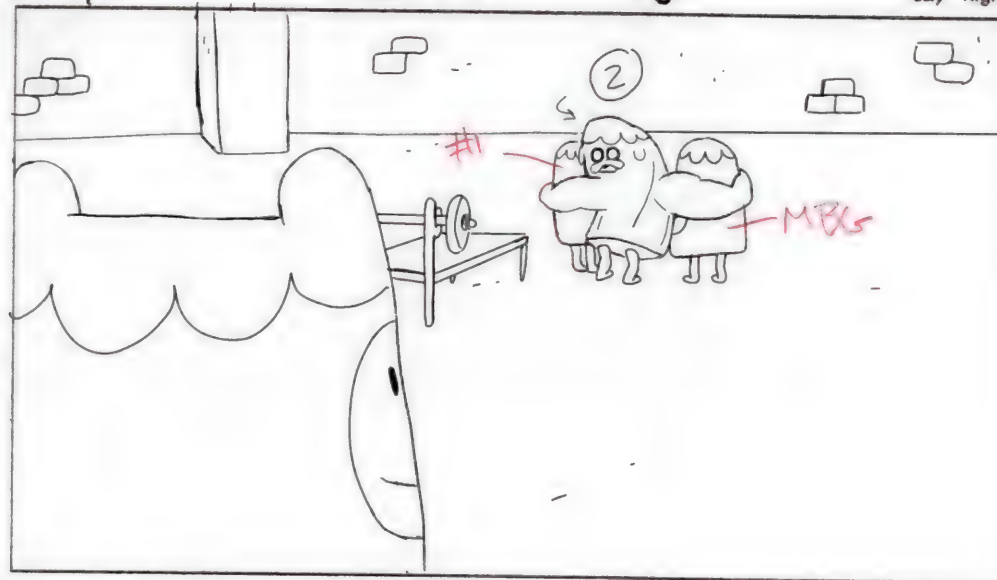
Timing:

Sc. 70

Pnl. A

Bg.

day night



SEP 10 2010

EPISODE #

1034-233

Production :

ADVENTURE TIME

NO SC 71



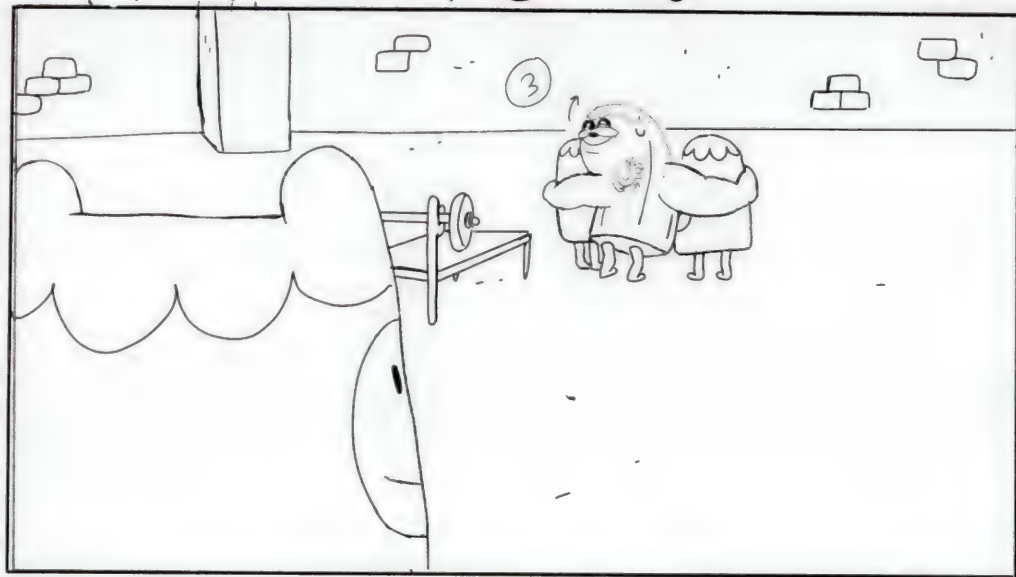
Page 101

Sc. 70 cont

Pnl. B

Bg.

day night

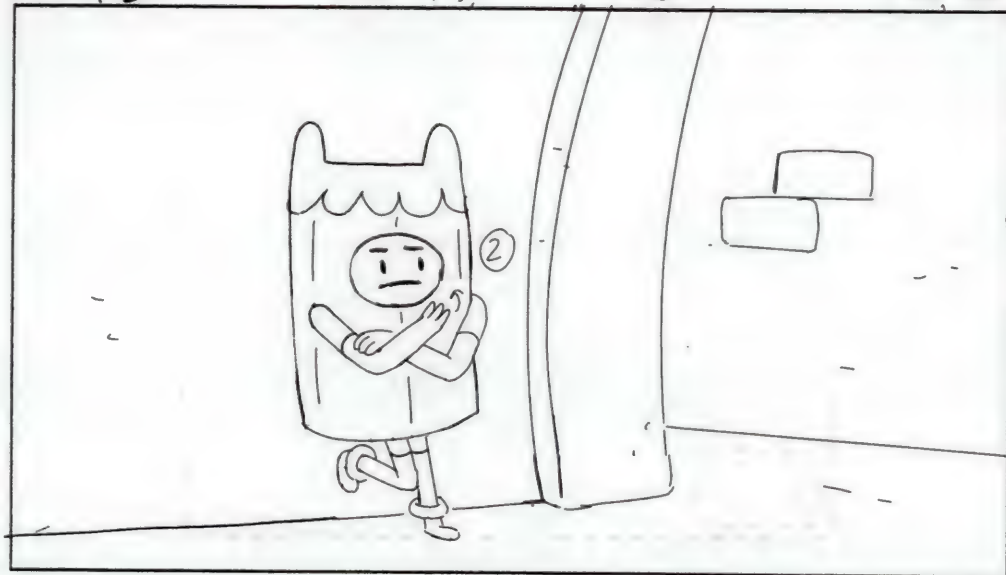


Sc. 72

Pnl. A

Bg.

day night



EPISODE #

1034-233

1034/233

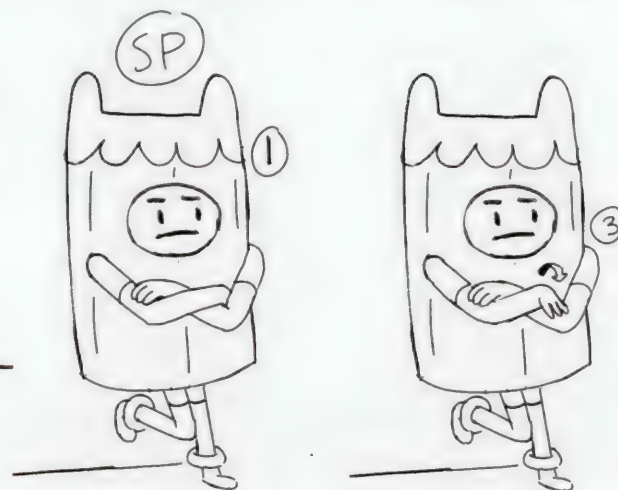
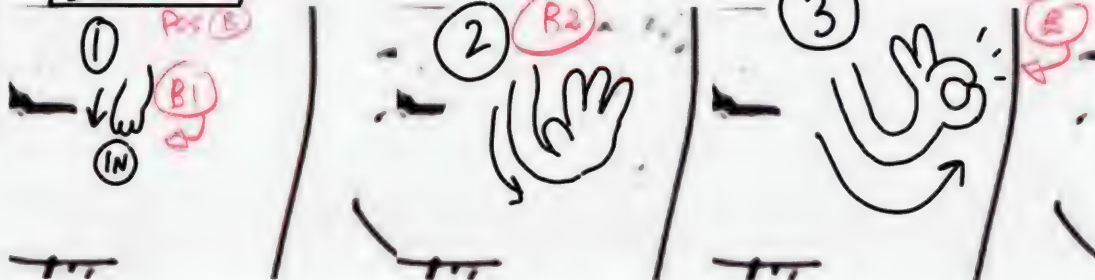
Dialog:

- F SILENTLY WAVES HIS HAND IN RESPONSE, LIKE "OH SHOO... YOU!"

Action:

- J SMILES REAL BIG + ANOTHER HAND ~~POWS~~ OUT OF BACK TO GIVE "OK" GESTURE

DETAIL:



SEP 10 2015

Produc

1034/233

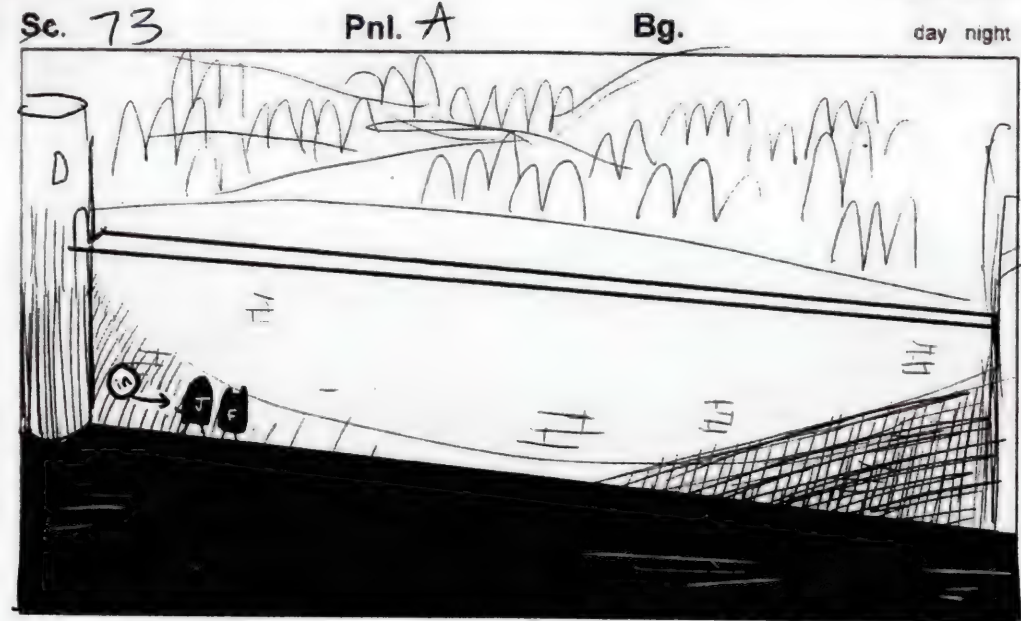
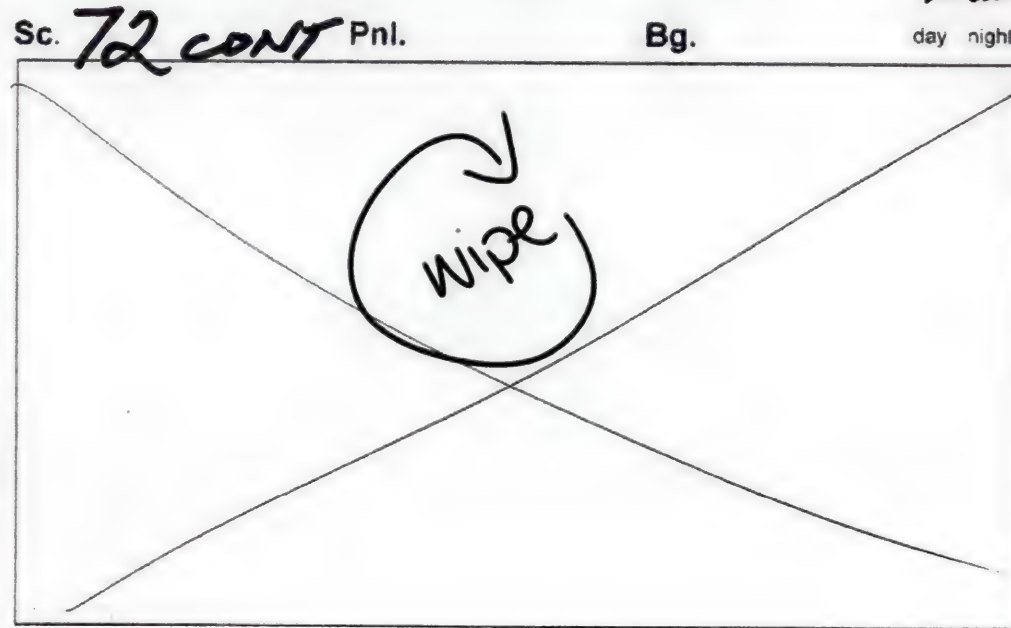
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ADVENTURE TIME



Page 102



Dialog:

SFX CRICKETS! NIGHT! etc!

Action:

- F + J WALK UP TO BLANK NIGHT WALL

Timing:

SEP 10 2015

EPISODE #

1034-233

Production :

1034/233

1034/233

1034/233

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ADVENTURE TIME



Page 103

Sc. 74

Pnl. A

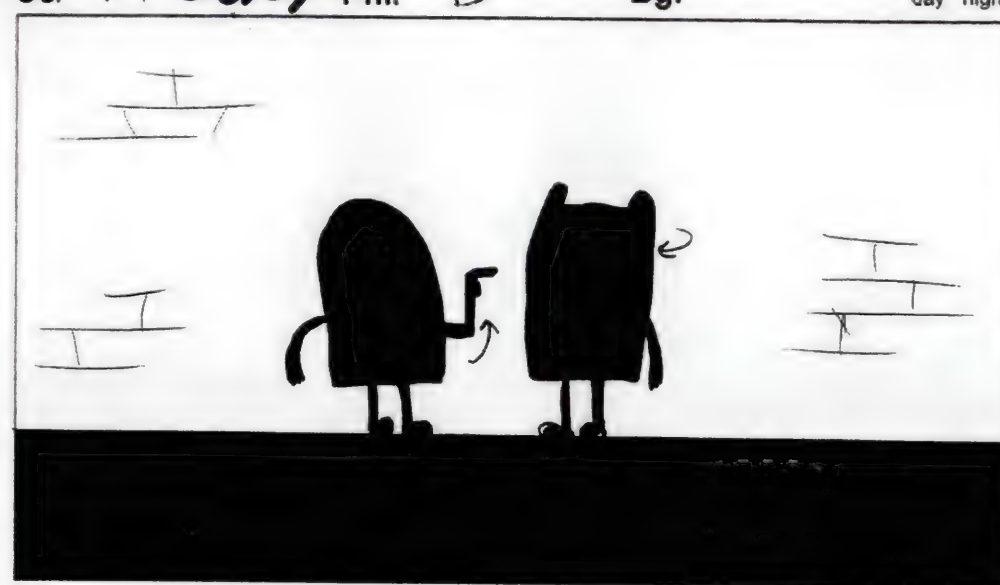
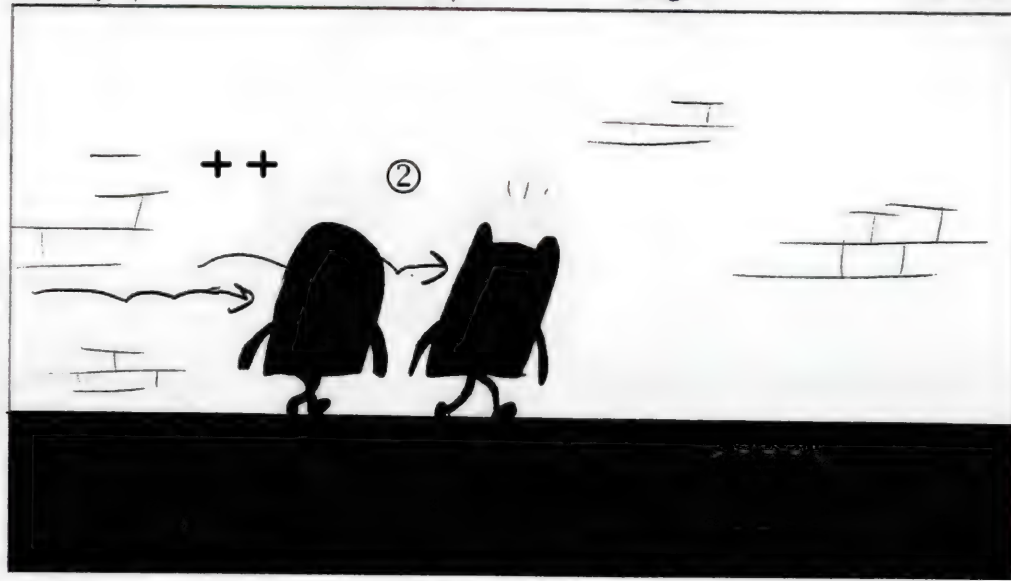
Bg.

day night

Sc. 74 *cont* Pnl. B

Bg.

day night



Dialog: (F) I DON'T SEE ANYBODY, JAKE.

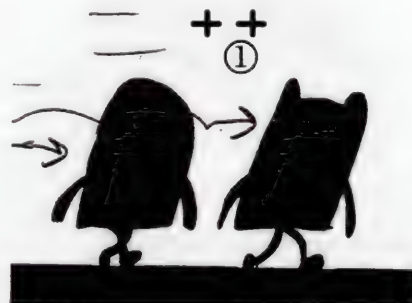
(J) THEY'LL BE HERE, DON'T WORRY NONE.

Action: - BOTH WALK IN FROM LEFT

- J POINTS AT FINN WHO TURNS TO LOOK AT JAKE.

Timing:

SEP 10 2015



EPISODE #

1034-233

Production :

1034/233

1034/233

ADVENTURE TIME

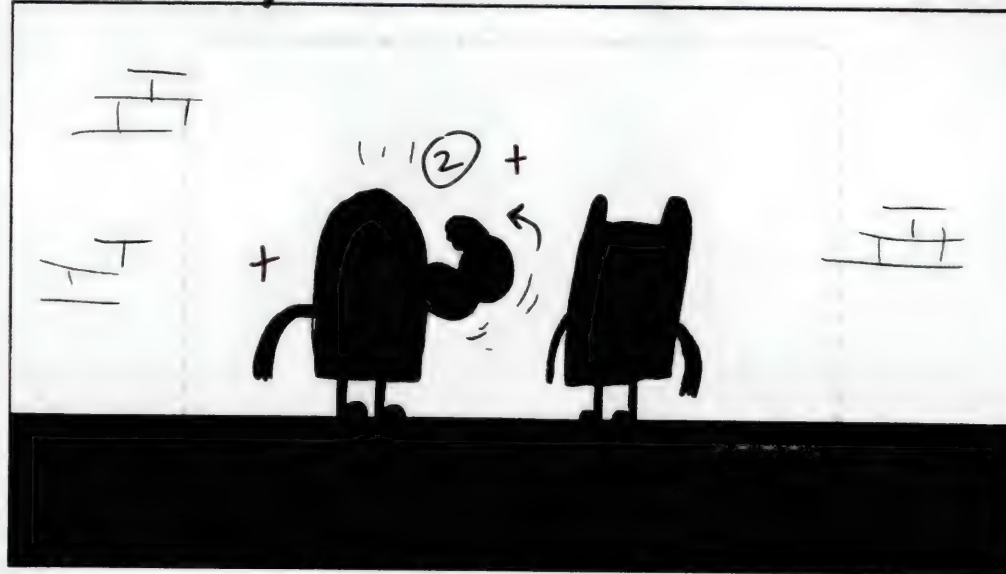


Page 104

Sc. 74 CONT Pnl. C

Bg.

day night

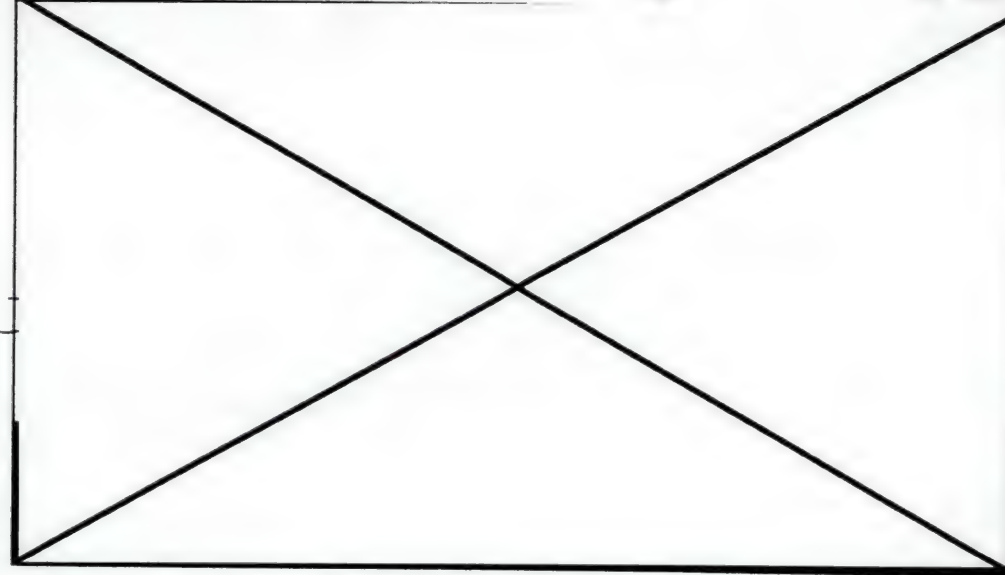


Sc

Pnl.

Bg.

day night



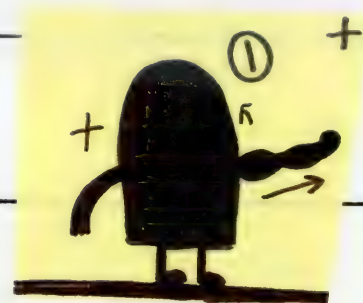
Dialog:

① MY PLAN IS GOOD!

Action:

-J PUMPS HIS MUSCLE AT "GOOD"

Timing:



SEP 10 2015

EPISODE #

1034-233

Production :

1034/233

1034/233

ADVENTURE TIME



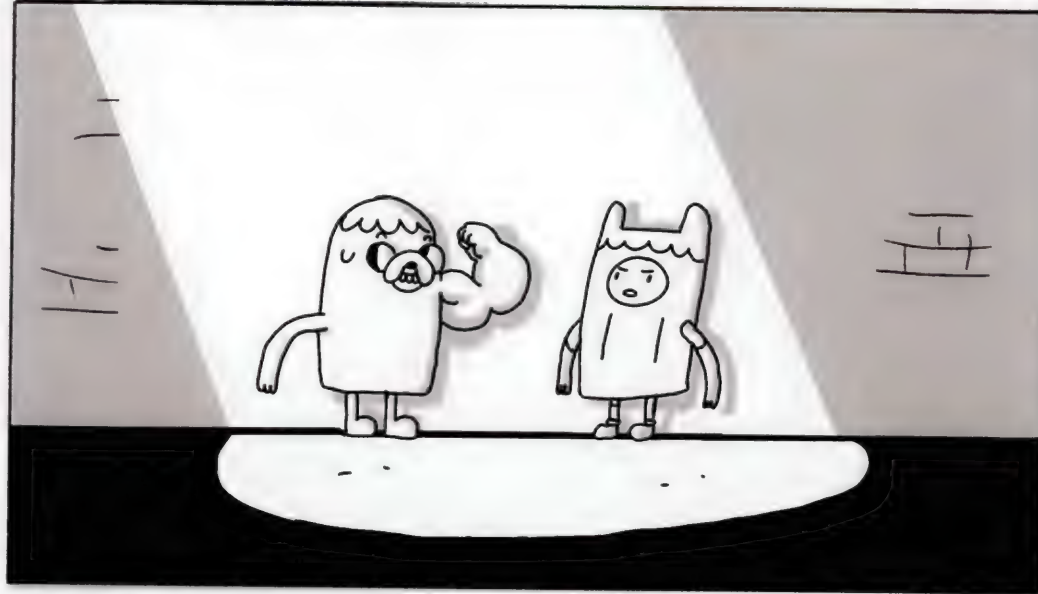
Page 105
day night

105A NEXT

Sc. 74 CONT Pnl. D

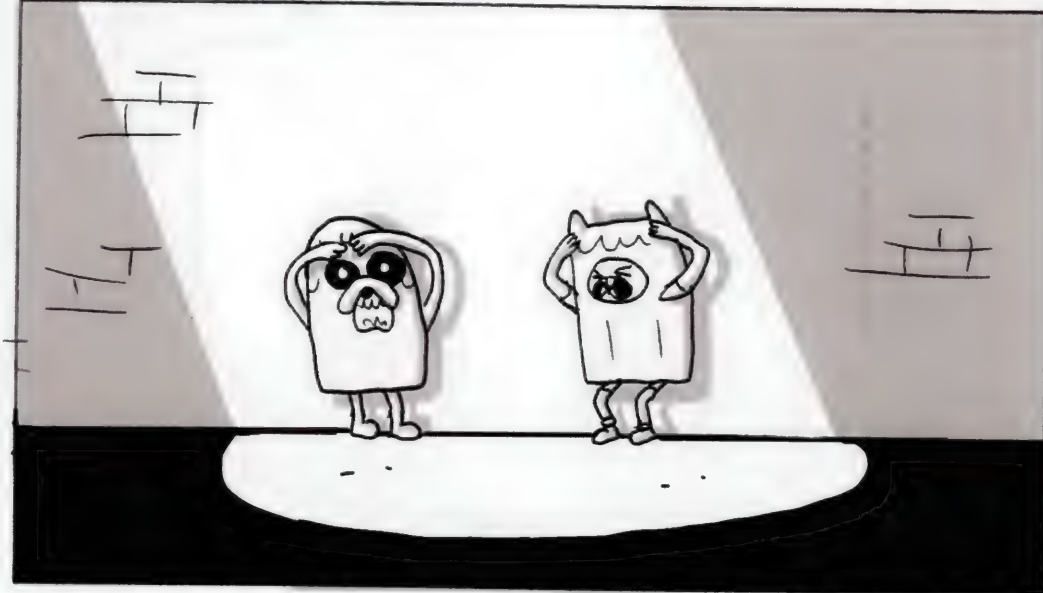
Bg.

day night



Sc. 74 CONT Pnl. E

Bg.



1034-233

EPISODE #

Production :

Dialog:

(SFX) CLACK

Action:

Timing:

(F+J) "AAAA" "WHAT THE!"

- LIGHT CLICKS ON, F+J CRINGE
AND HIDE IN TERROR

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1034/233

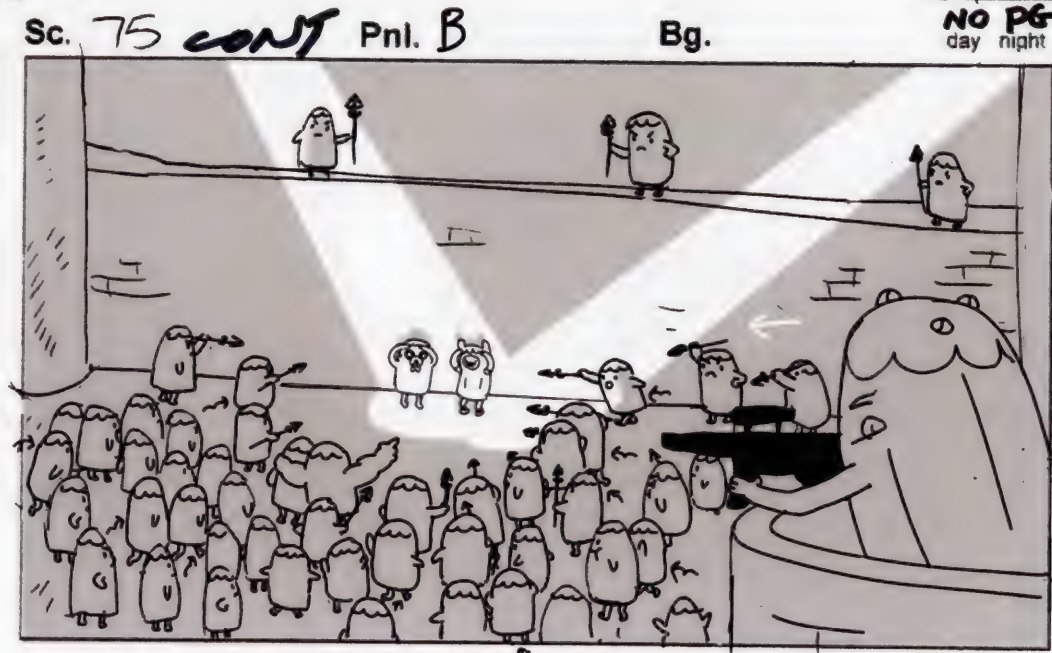
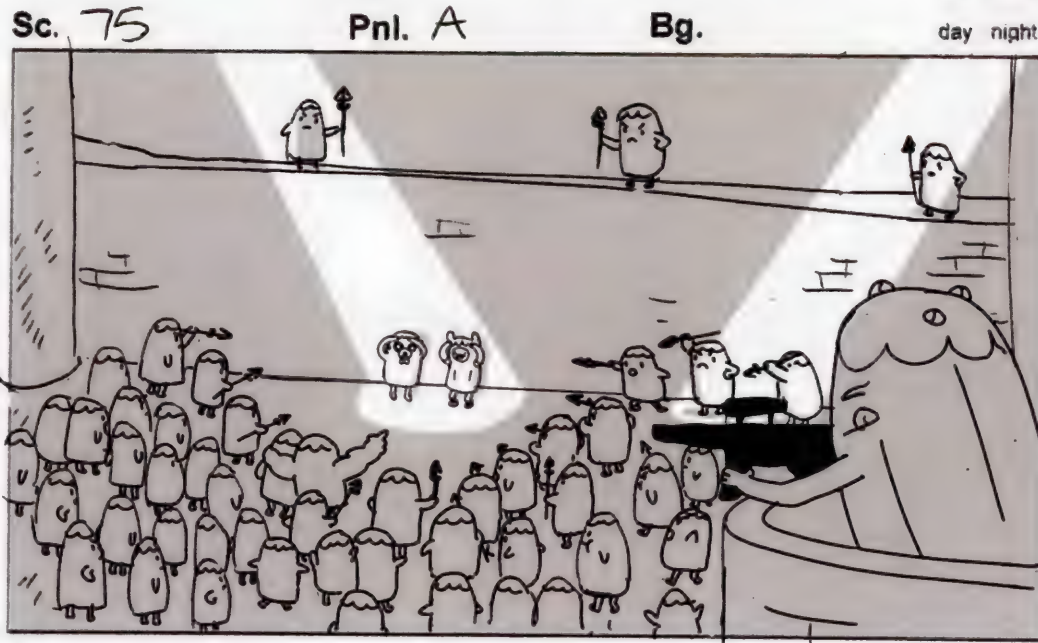
1034/233

1034/233

ADVENTURE TIME



Page 105A
NO PG-106
day night



Dialog:

MBG#1: THERE THEY ARE!

Action:

- second spotlight sweeps in
- BGs CLOSE IN A BIT
ON FINN & JAKE

Timing:

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EPISODE #

1034-233

Production :

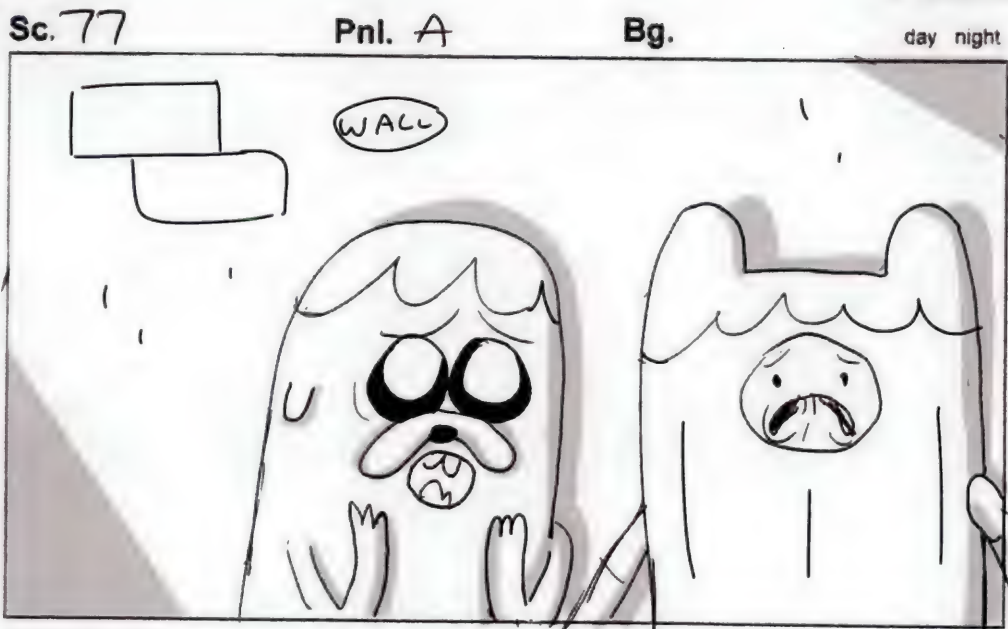
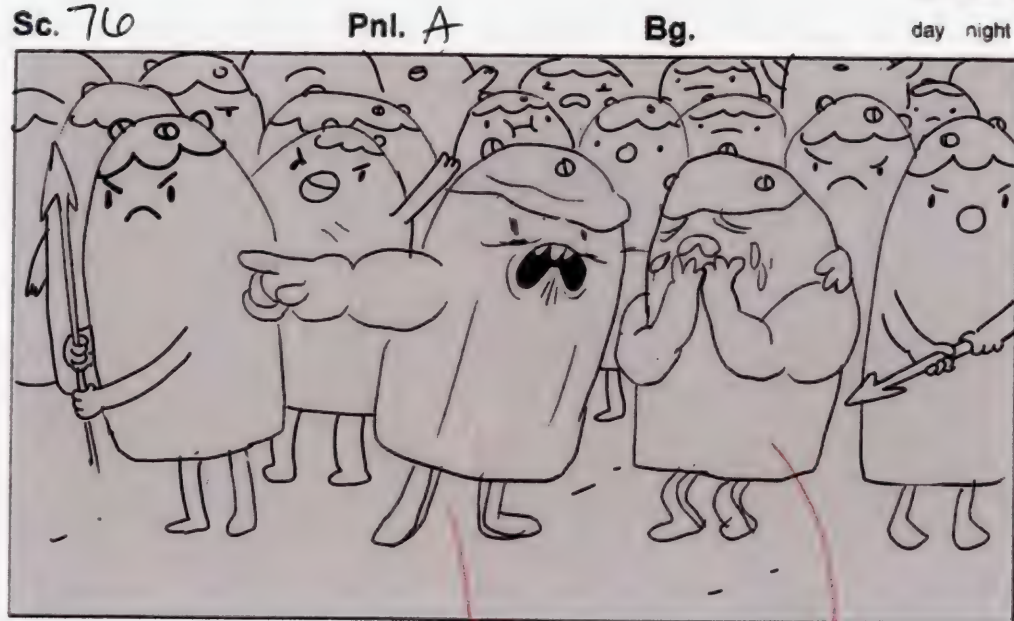
1034/233

1034/233

1034/233

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ADVENTURE TIME



Dialog:	
MBG#1: THOSE GUYS WANTED TO COMMIT CRIMES!	Ⓜ NO, we —
MBG#2: <u>SOBBING</u>	
Action:	
- HE POINTS! THE OTHER HEAVES W/ SOBS	- J HANDS UP TRYING TO EXPLAIN
Timing:	
SEP 10 2015	

EPISODE #

Production :

ADVENTURE TIME



Page 108

108A NEXT

Sc. 77 **CONT** Pnl. B

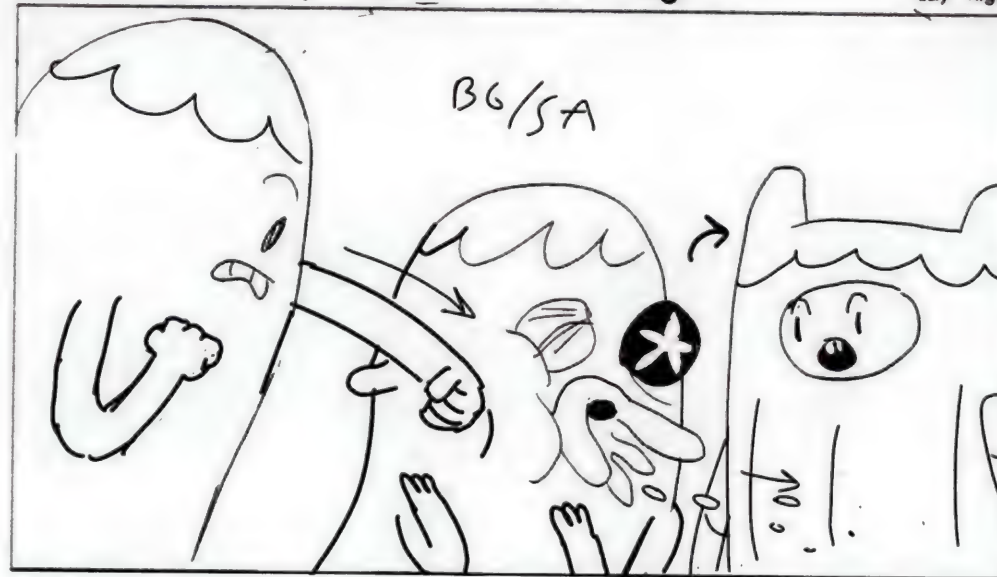
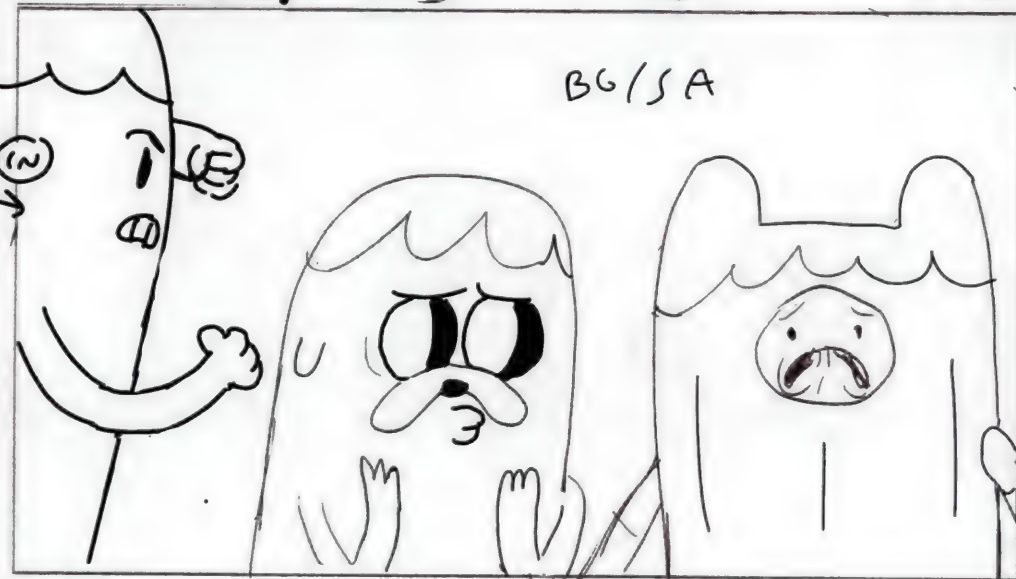
Bg.

day night

Sc. 77 **CONT** Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

- BG IN
- ANTIC FOR PUNCH

(SFX) PUNCH

SILENT OTHERWISE

JAKE: [IMPACT]

- BG COMES IN QUICKLY W/ A PUNCH
- F. reacts

SEP 10 2015

EPISODE # 1034-233

Production :

1034/233

1034/233

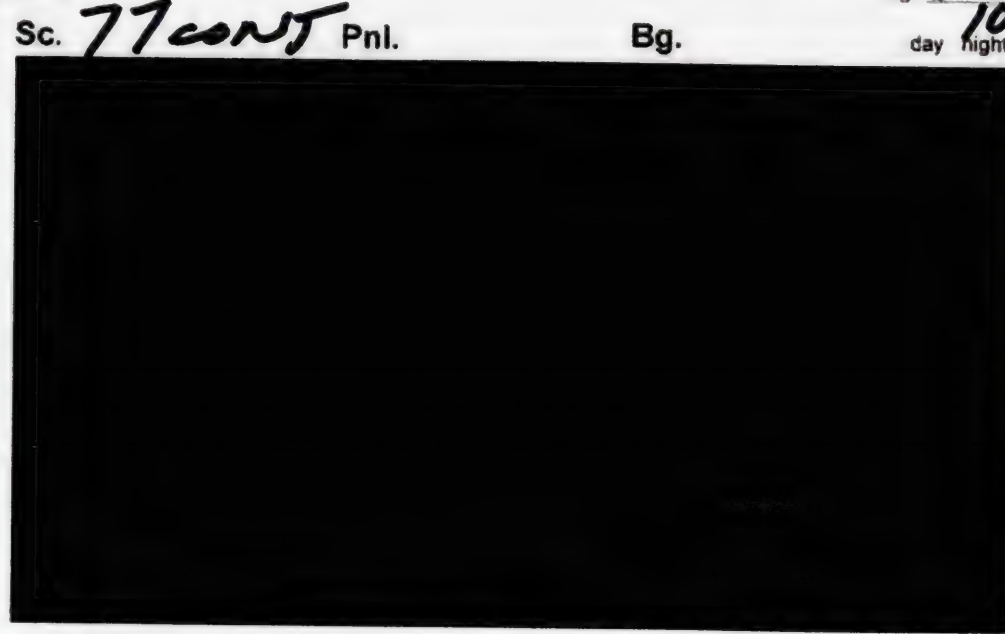
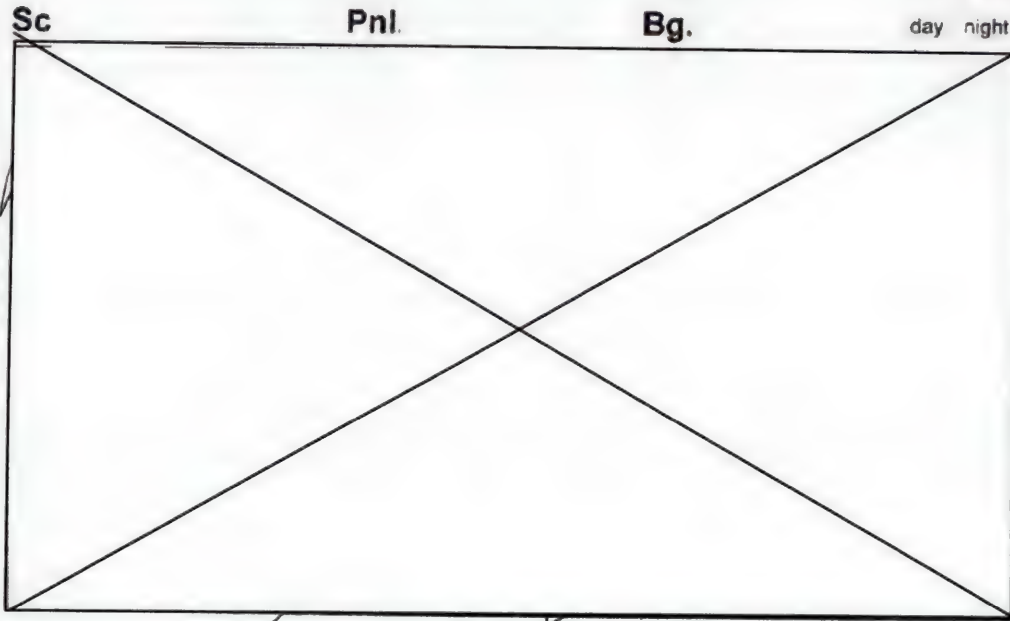
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ADVENTURE TIME



Page 108A
109 NEXT
day night



1034-233

EPISODE #

Production :

Dialog:

Action:

Timing:

- QUICK CUT TO BLACK

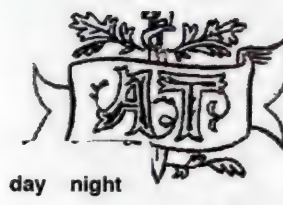
SEP 10 2015

1034/233

1034/233

1034/233

ADVENTURE TIME



No Sc79

Sc. 78

Bg.

Sc. 78 *cont.* Pnl. B

Page 109

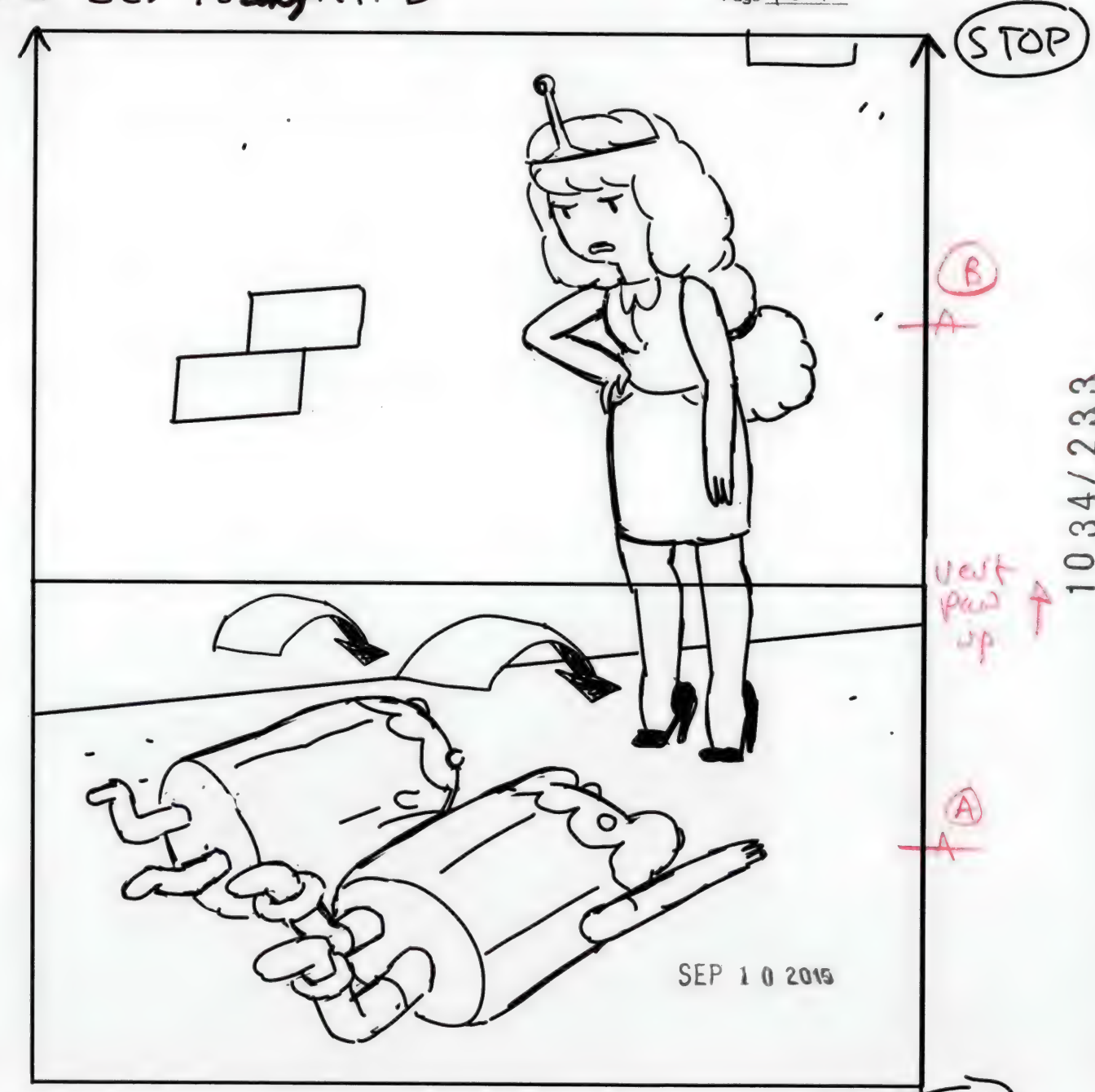
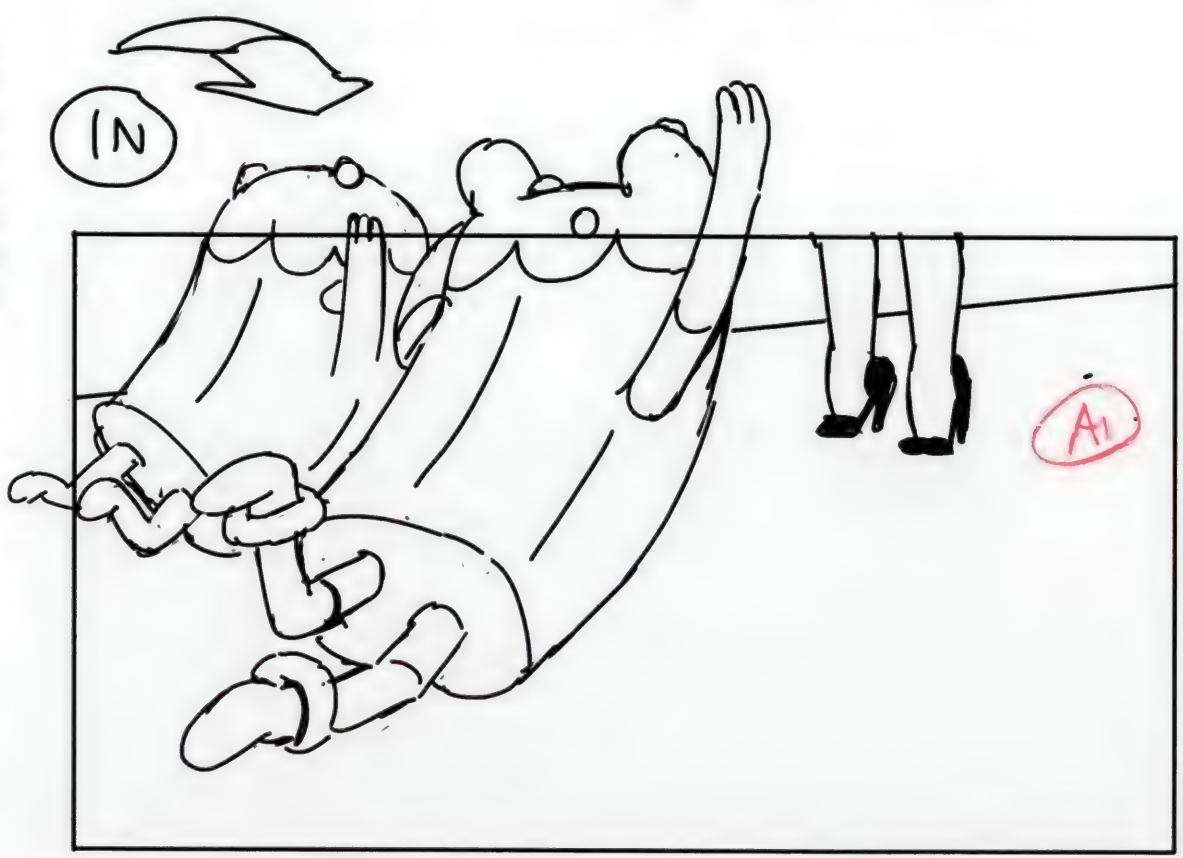
F+J: OOF! (PB) SIGHSE

Action:

- F+J ARE THROWN AT PB'S FEET
PAN UP TO PB

Timina:

1034/233



1034/233

SEP 10 2015

1034/233 **START**

ADVENTURE TIME



Page 110

110A NEXT

Sc. 80

Pnl. A

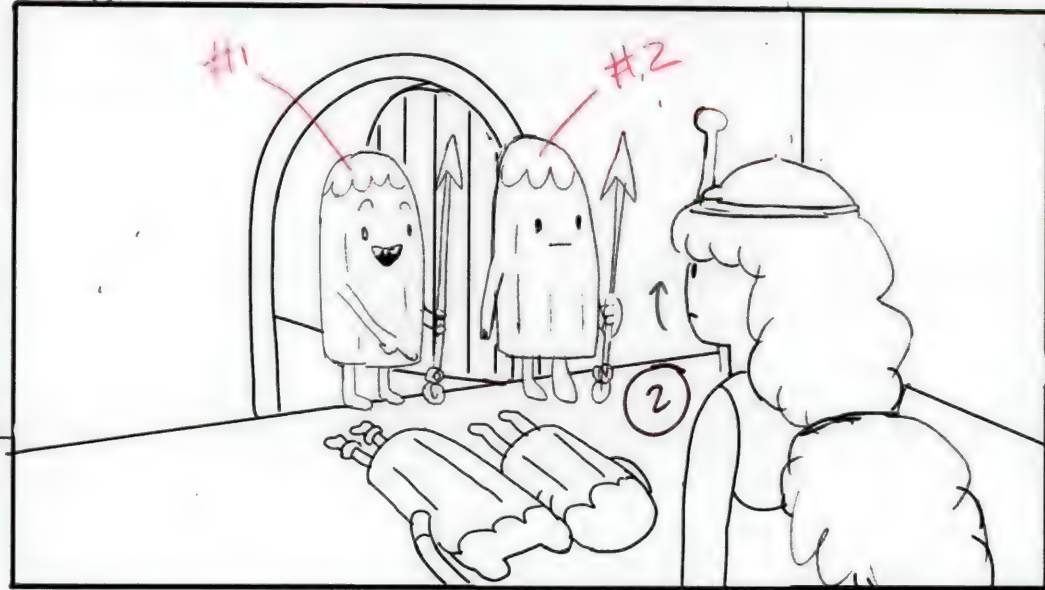
Bg.

day night

Sc. 80 cont Pnl. B

Bg.

day night



Dialog:

BG #1: WE CAUGHT THE CRIME-INALS!

BG#2: OOH I JUST GOT THAT!

Action:

- BG POINTS AT F+J
- PB LOOKS UP.

- BG PUTS HAND DOWN

- OTHER BG TURNS AND PUTS HAND UP

Timing:

SEP 10 2011



1034-233

EPISODE #

Production :

1034/233

1034/233

1034/233

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ADVENTURE TIME



Page 110A
~~day~~ ~~night~~ **11/NEXT**

Sc. 80 **CONT** Pnl. C

Bg.

day night



Sc. 80 **CONT** Pnl. D

Bg.



Dialog:

(PB) GOOD JOB BOYS -

Action:

- PB WALKS OVER TO BGS

Timing:

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1034-233

EPISODE #

Production :

1034/233

1034/233

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1034/233

ENTURE TIME



Sc. 80 *cont*

Pnl. E

Bg.

day night

Sc.

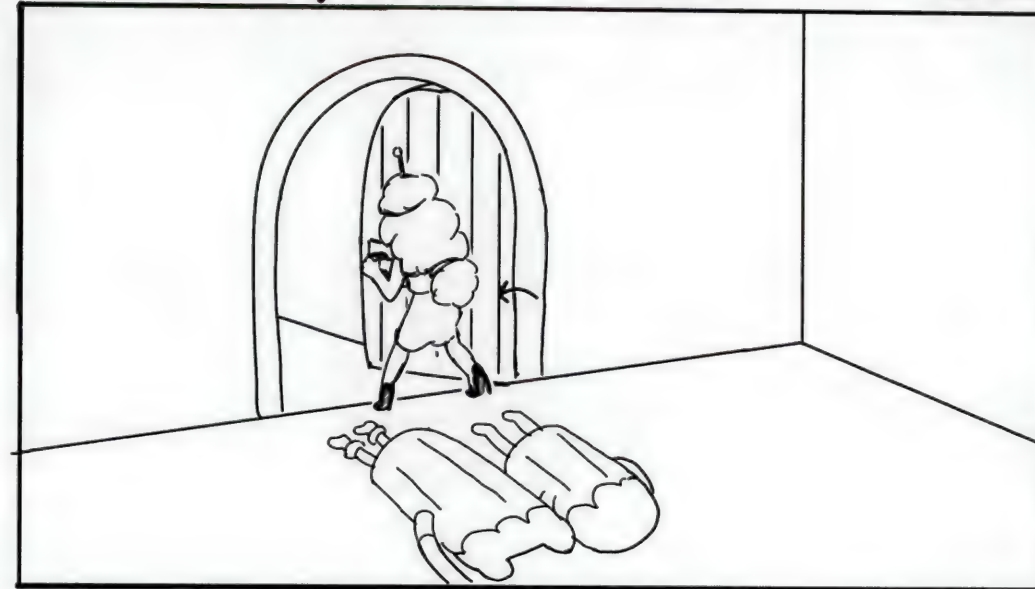
80 *cont* Pnl. F

Ba.

Page 111

day night

WANA NEXT



Dialog:

(PB) - JUST LEAVE
'EM TO ME.

Action:

- PB PUSHES
BGS OUT

- PB grabs door handle

Timing:

SEP 10 2015

Production :

EPISODE #

1034-233

1034/233

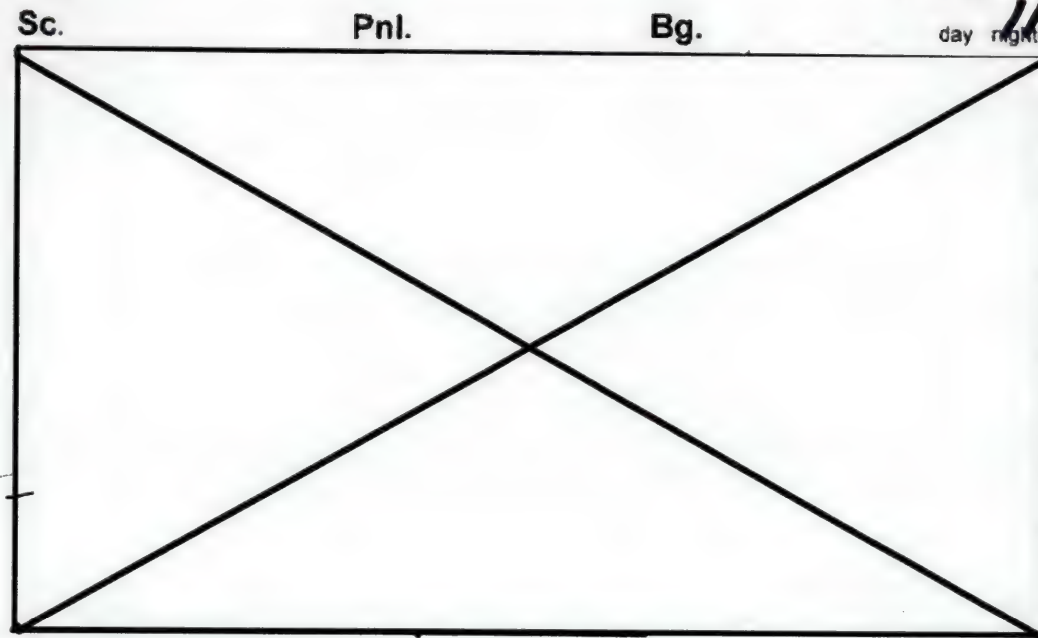
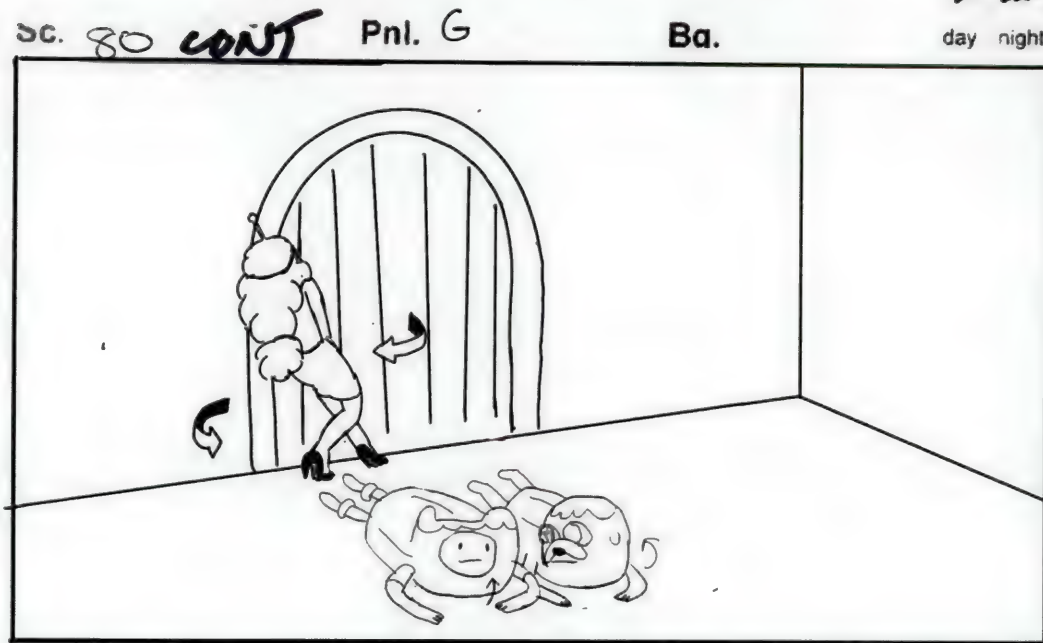
1034/233

1034/233

ADVENTURE TIME



Page **111A**
112 NEXT
day night



1034-233

EPISODE #

Dialog:

(SFX) = close =

Action:

PB CLOSES DOOR, F+J
MOVE HEADS UP + LOOK AT EACH OTHER

Timing:

SEP 10 2015

Production :

1034/233

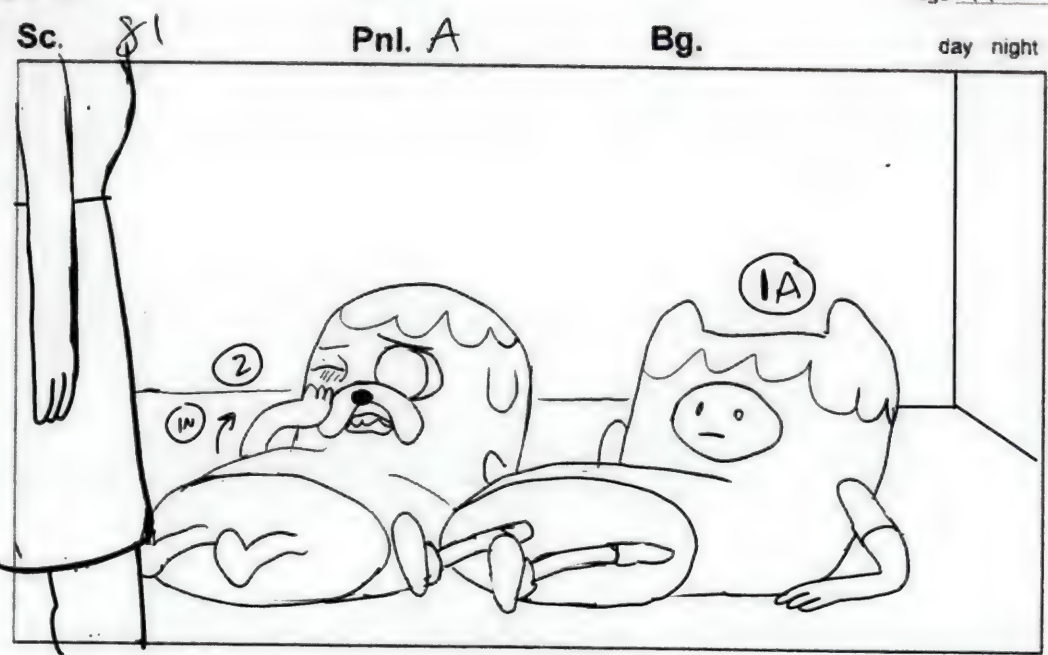
1034/233

1034/233

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ADVENTURE TIME



Dialog:

PB/ What the heck Finn?!

Action:

-PB SPINS AROUND AND LEANS ON THE DOOR.
-F+J TURN AROUND TO LOOK AT HER.

Timing:



F/ SORRY, PEEBS.

J RUBS HIS BLACKEND EYE, F RAISES HIS HAND IN AN APOLOGETIC WAY TOWARDS PB

1034-233

EPISODE #

1034/233

SEP 1 2015
Production

ADVENTURE TIME

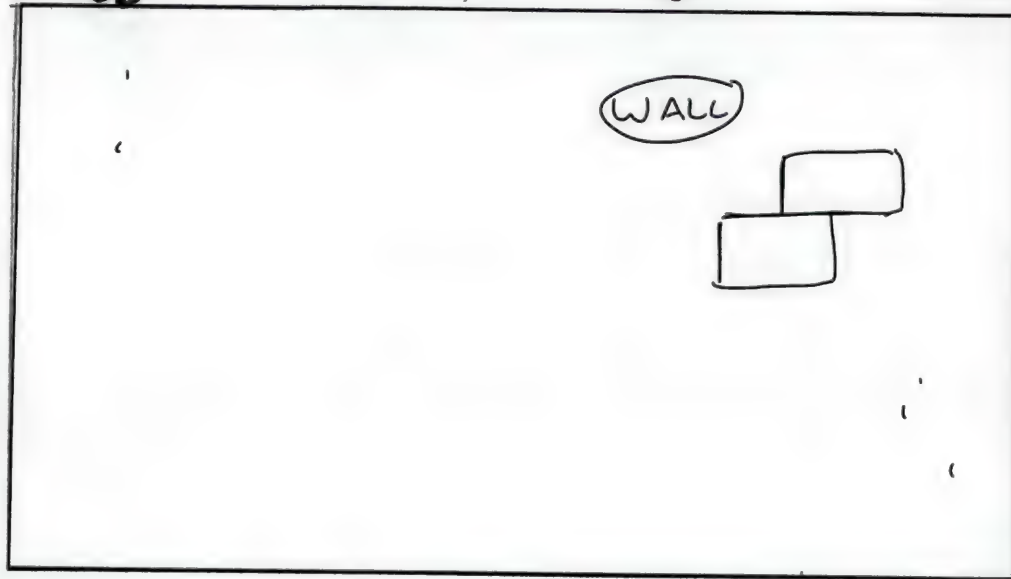


Sc. **82**

Pnl. **A**

Bg.

day night



Sc. **82 cont**

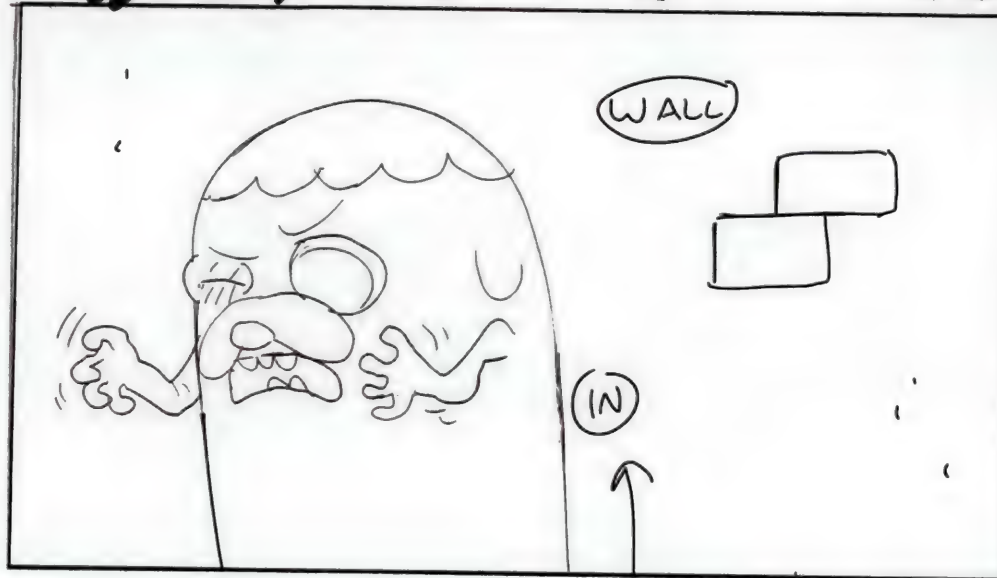
Pnl. **B**

Bg.

Page

113
113A NEXT

day night



1034-233

EPISODE #

1034/233

Dialog:

J/ I WAS JUST TRYIN' TO SHAKE THE BUSHES, YOU KNOW?

Action:

- J. STANDS UP INTO FRAME
- J SHAKES HIS HANDS IN A BUSH SHAKING WAY.

Timing:

SEP 10 2015

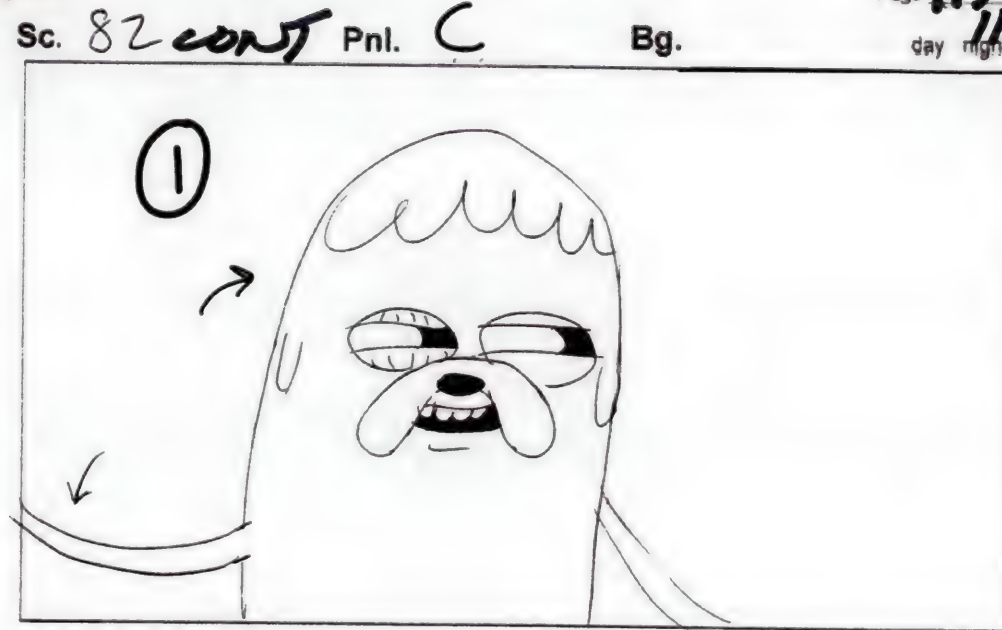
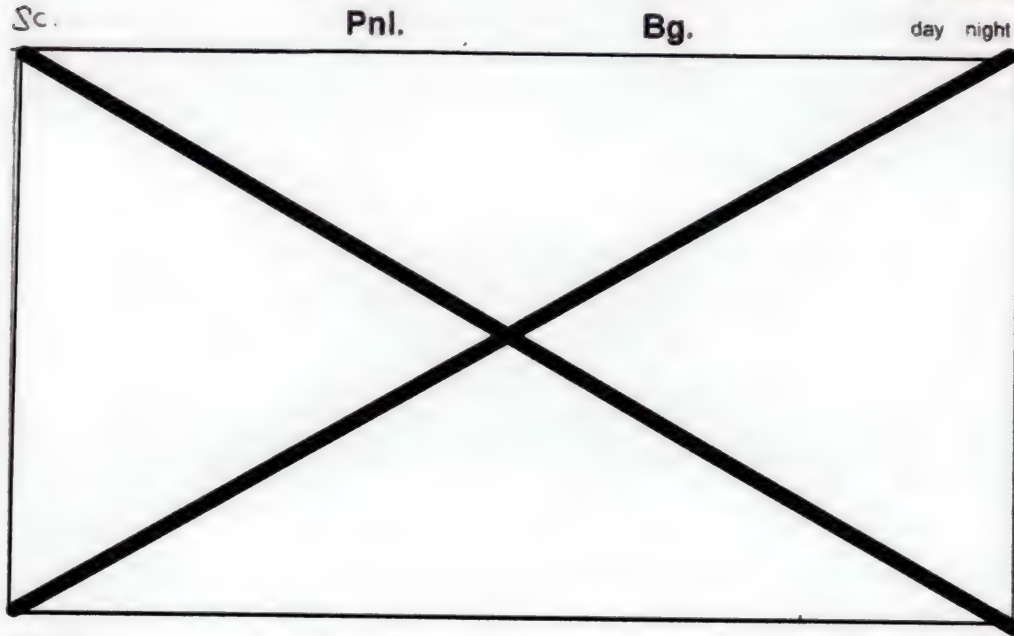
Production :

1034/233

ADVENTURE TIME



Page **113A**
113B next
day night



1034-233

EPISODE #

1034/233

Dialog:

J: LURE HIM OUT OF HIDING....

Actic

- MAKES THE SAME BUNNY HAND
FROM BEFORE.

Timi.g.

- exact same poses
as sc. 61, but
with swollen eye

*** bunny hand poses
on pg. 113 B ***

SEP 10 2015

Production :

1034/233

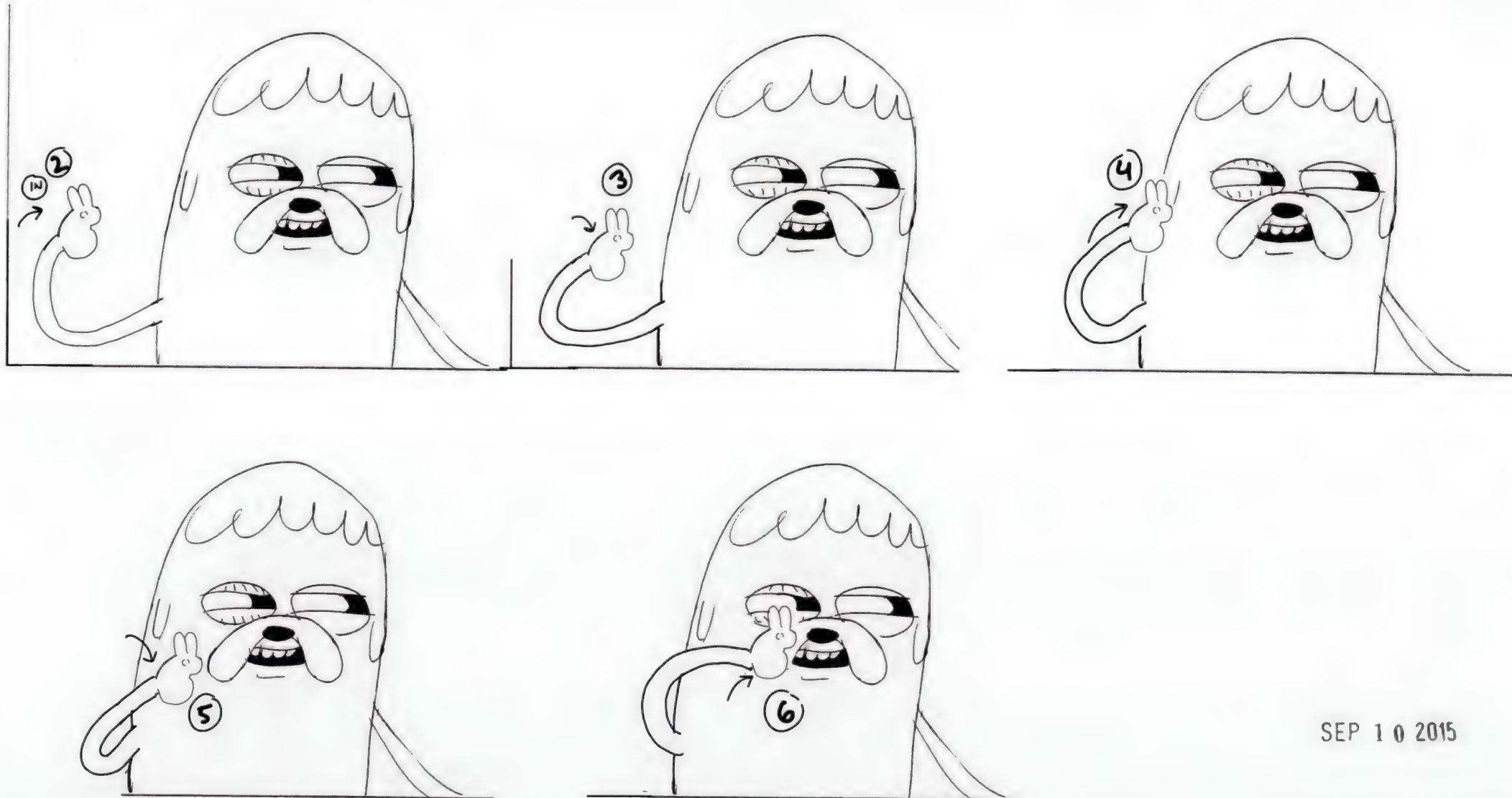
1034/233

ADVENTURE TIME



Page 113 B
114 NEXT

sc. 82 CONT



1034-233

1034/233

SEP 10 2015

1034/233

1034/233

ADVENTURE TIME



Page 114

Sc. 82 CONT Pnl. D

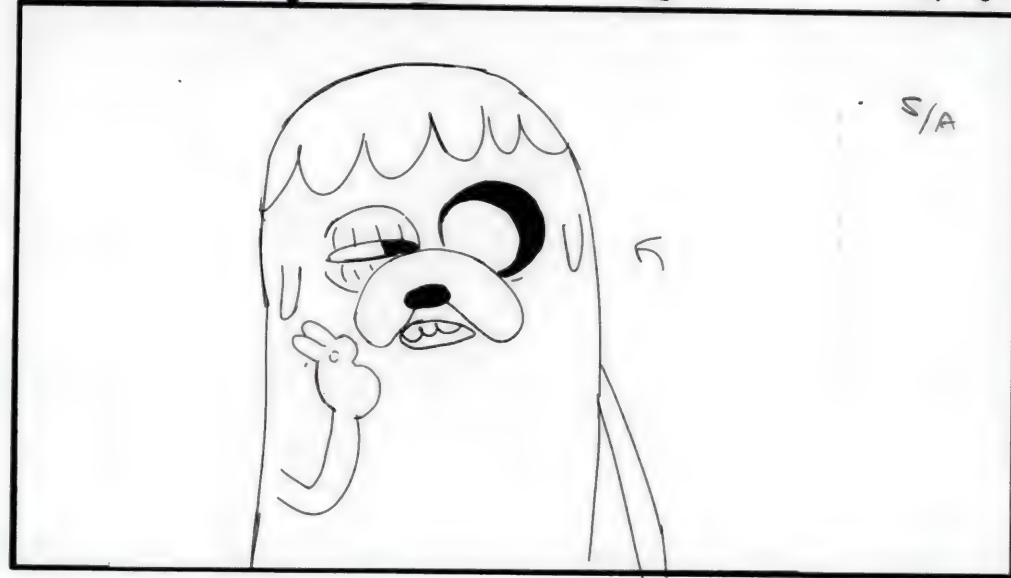
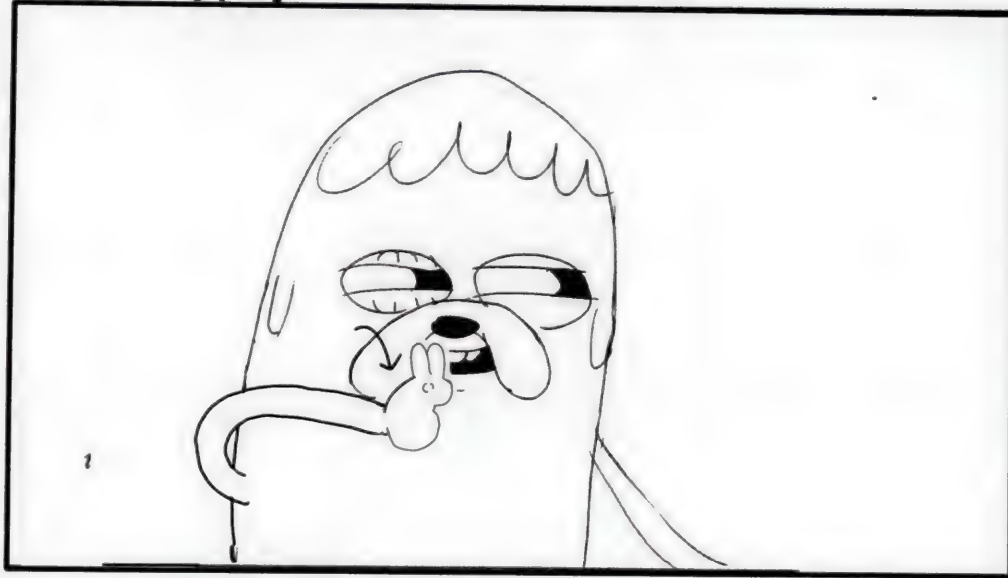
Bg.

day night

Sc. 82 CONT Pnl. E

Bg.

day night



Dialog:

J/ -- with irresistible--

⑦ Oh hold up I already did this bit.

Action:

URNS TO LOOK AT BUNNY HAND

Timing:

SEP 10 2015

1034-233

EPISODE #

Production :

1034/233

1034/233

1034/233

ADVENTURE TIME



Page 115

Sc. 83

Pnl. A

Bg.

day night

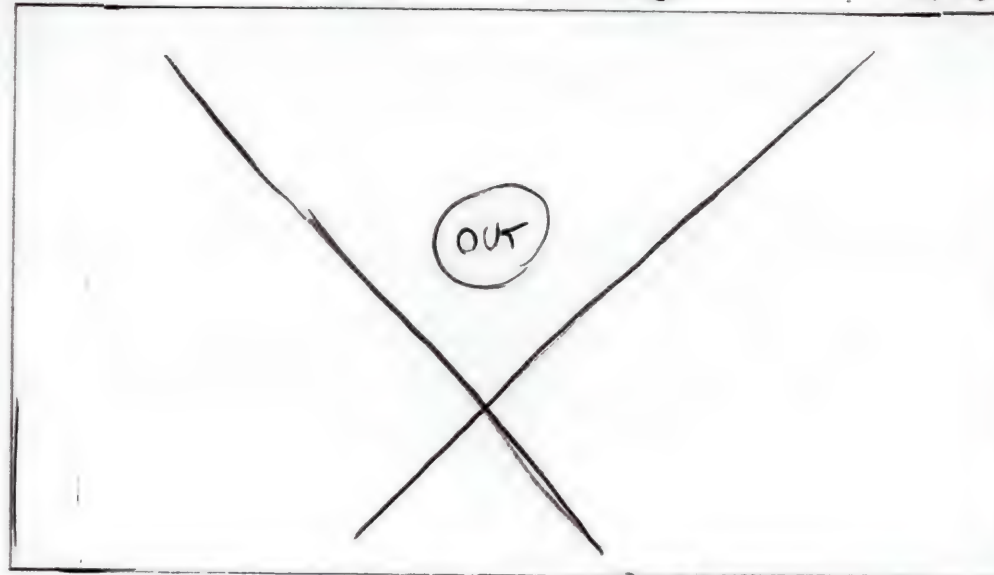


Sc.

Pnl.

Bg.

day night



Dialog:

PB/ WELL YOU GOTTA BE MORE
SUBTLE NEXT TIME...

Action:

PB LEANING AGAINST DOOR, RIGHT HAND RUBS LEFT ARM

Timing:

SEP 10 2015

1034-233

EPISODE #

Production :

1034/233

1034/233



Sc.

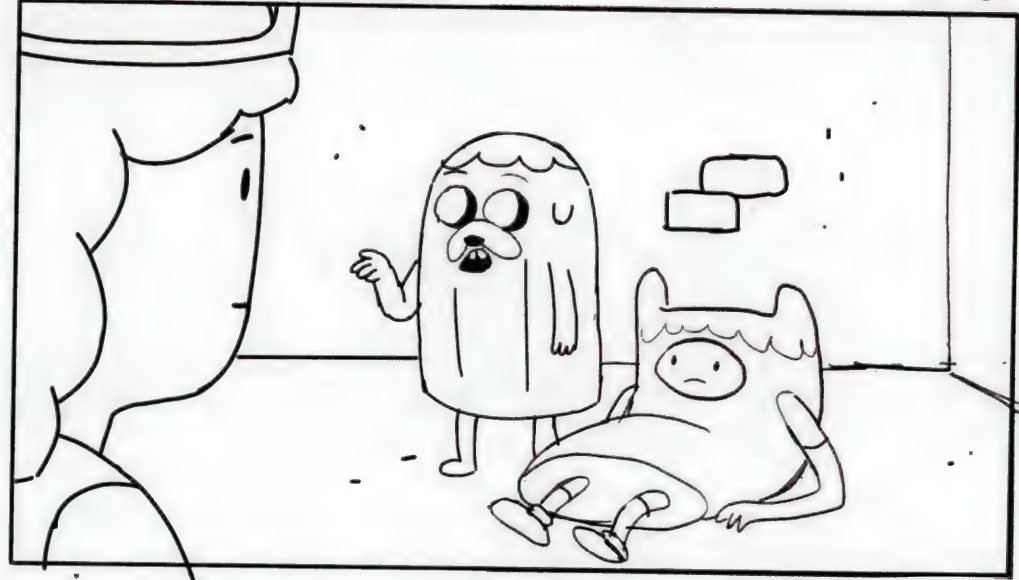
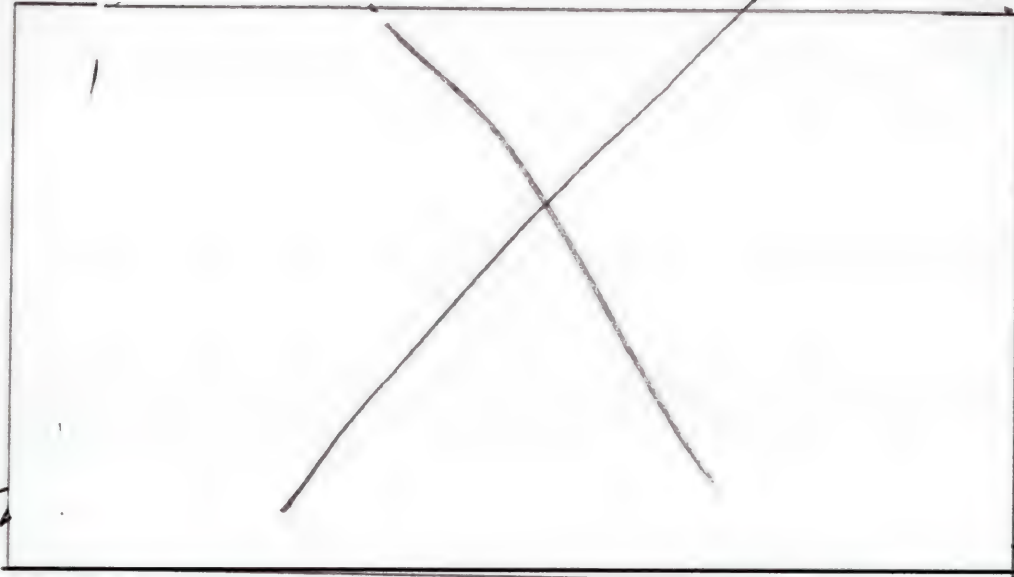
night

Sc. 84

Pnl. A

Bg.

day night



Dialog:

J/ What next time?
They know our faces now.

Action:

J GESTURES WITH HIS RIGHT HAND, EXPLAINING.

Timing:

SEP 10 2015

EPISODE # 1034-233

Production :

1034/233

1034/233

1034/233

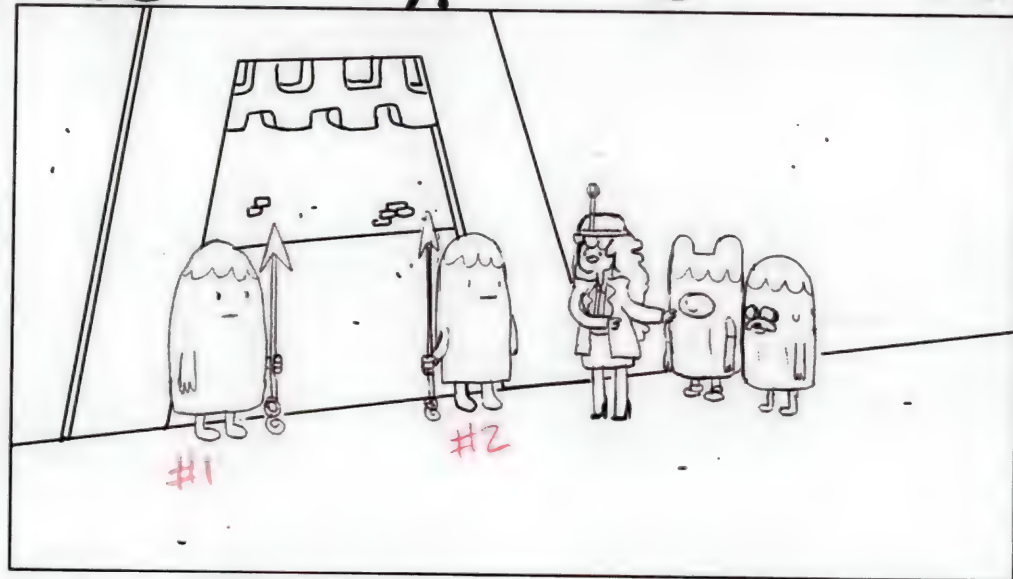
ADVENTURE TIME



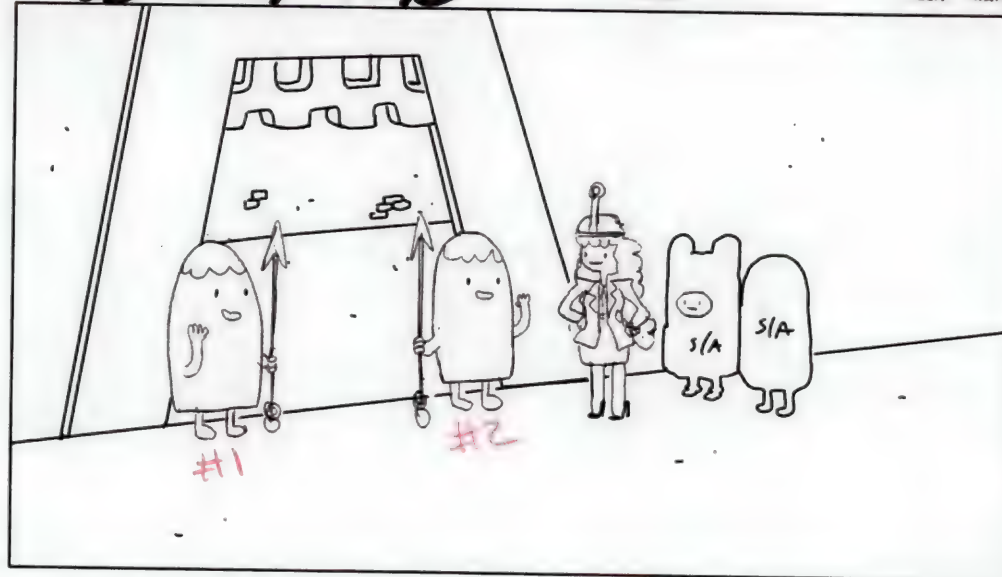
NO
SC
86

Page 117
NO PG-118
day night

Sc. 85 Pnl. A Bg. day night



Sc. 85 CONT Pnl. B Bg. day night



Dialog:

PB/ BANANA GUARDS, PLEASE WELCOME THESE
NEW RECRUITS!!!

BG #1: HELLO

BG #2:

Action:

- PB GESTURES TO F+J IN THE SAME
GET UPS.

- CAMERA PANS OVER TO THE BGS, WHO BOTH WAVE TO
F+J

Timing:

SEP 10 2015

EPISODE # 1034-233

Production :

1034/233

1034/233

1034/233

ADVENTURE TIME



Page 119

Sc. 87

Pnl. A

Ba.

day night

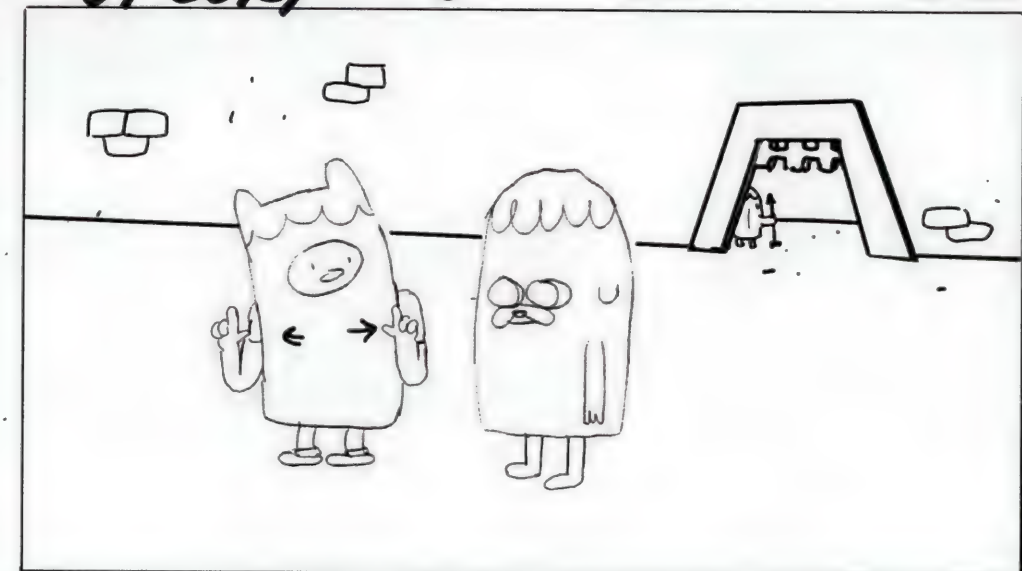
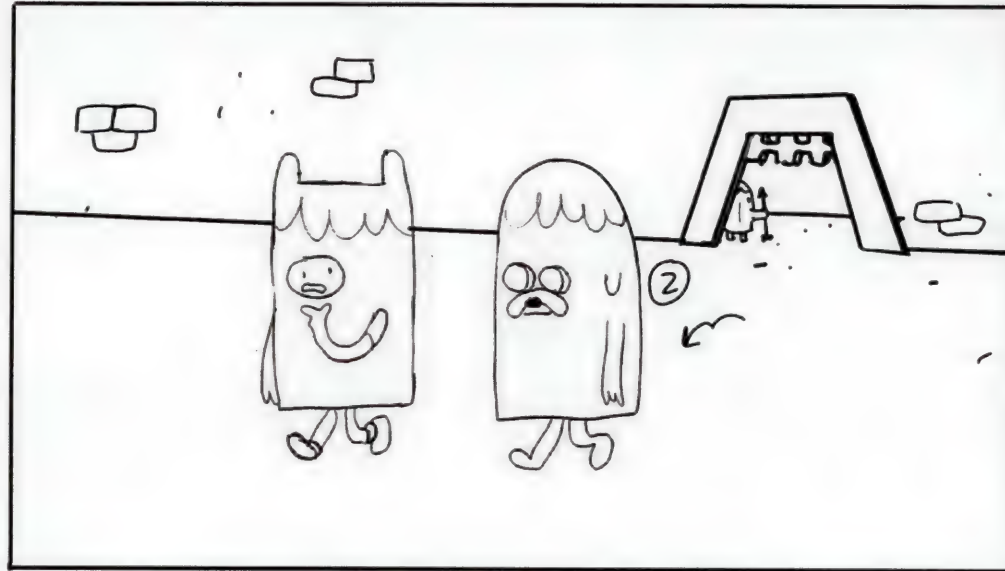
Sc.

87 CONT

Pnl B

Ba.

day night



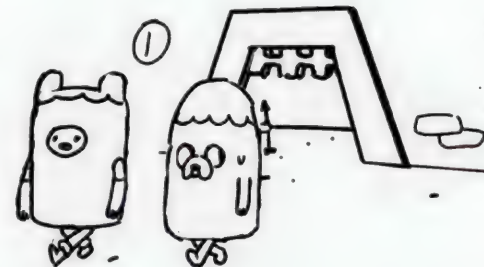
Dialog:

F/ OKAY, SUBTLE....

F/MAYBE WE SHOULD SPLIT UP AND JUST LOOK AROUND. COVER MORE GROUND THAT WAY.

Action:

BOTH WALKIN IN FINN HAS HAND UNDER FACE/CHIN THINKING ABOUT WHAT TO DO.



THEY STOP. FINN MAKES HIS POINTY HANDS SPLIT APART AS TO PHISICALLY ENVISION THE IDEA.

SEP 10 2015

EPISODE # 1034-233

Production :

1034/233

1034/233

ADVENTURE TIME

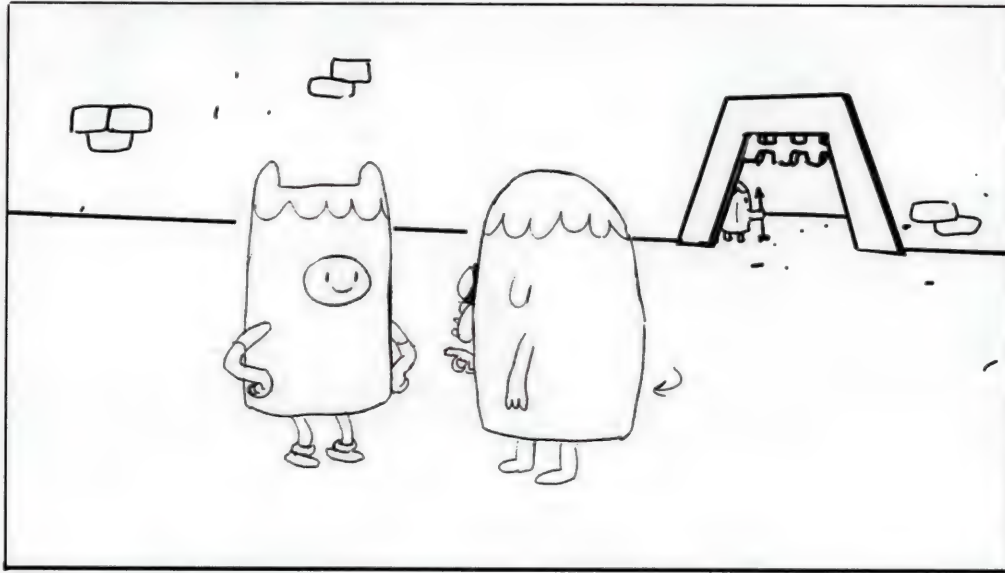


Page 120

Sc. 87 cont Pnl. C

Bq.

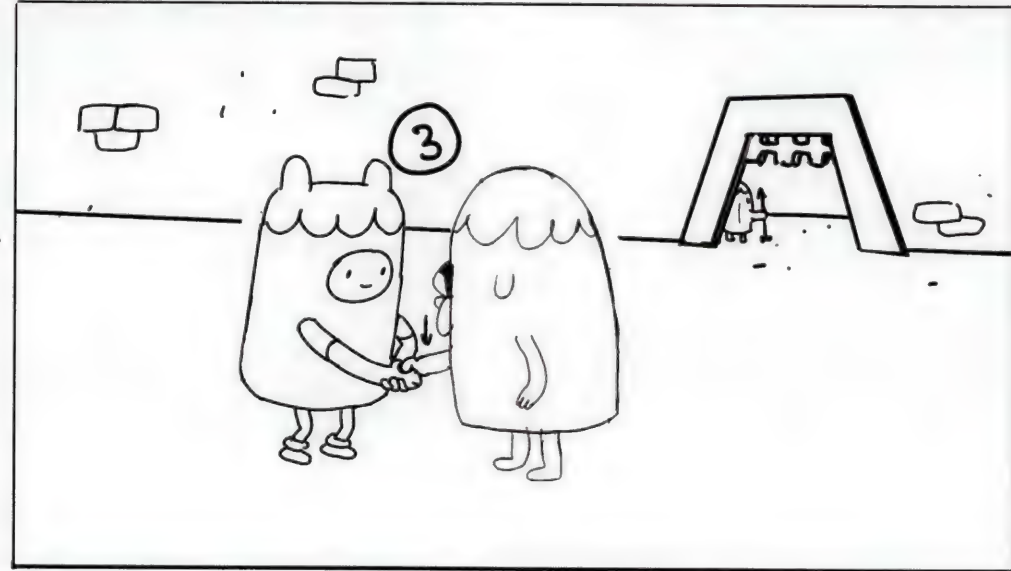
day night



Sc. 87 cont Pnl. D

Bq.

day night



Dialog:

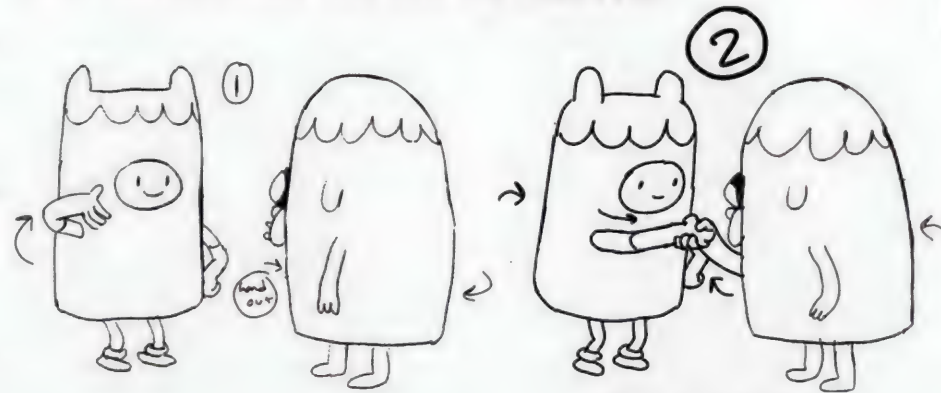
J/ NOW THAT'S SOME DETECTIVE THINKIN' FINN!

Action:

FINN TURNS TO LOOK AT JAKE, JAKE ONLY ROTATES HIS TOP HALF TO LOOK AT FINN, AND POINTS

Timing:

BOTH GRASPS HANDS AND GIVE ONE FIRM PUMP



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1034-233

EPISODE #

1034/233

1034/233

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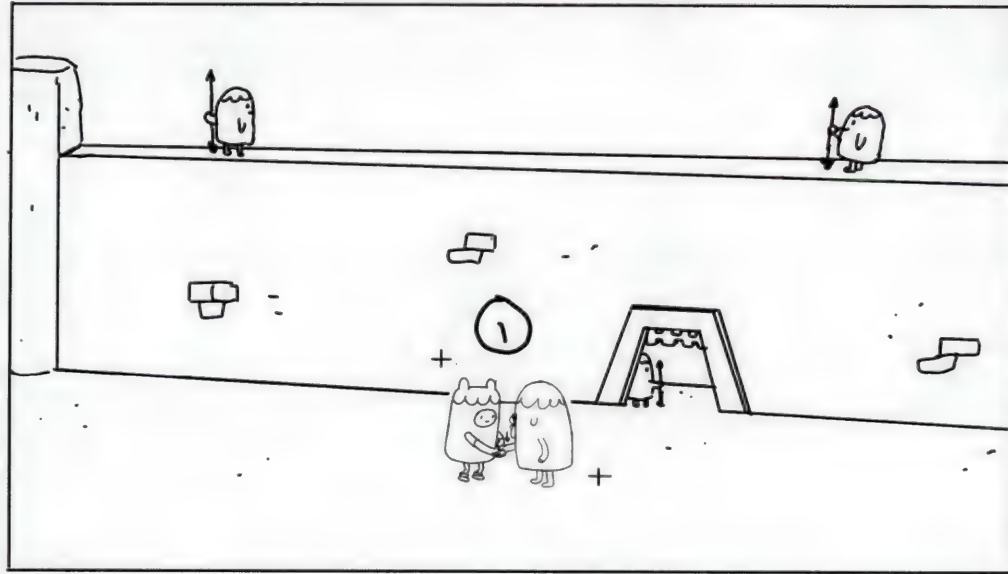
Page 121

Sc. 88

Pnl. A

Bg.

day night

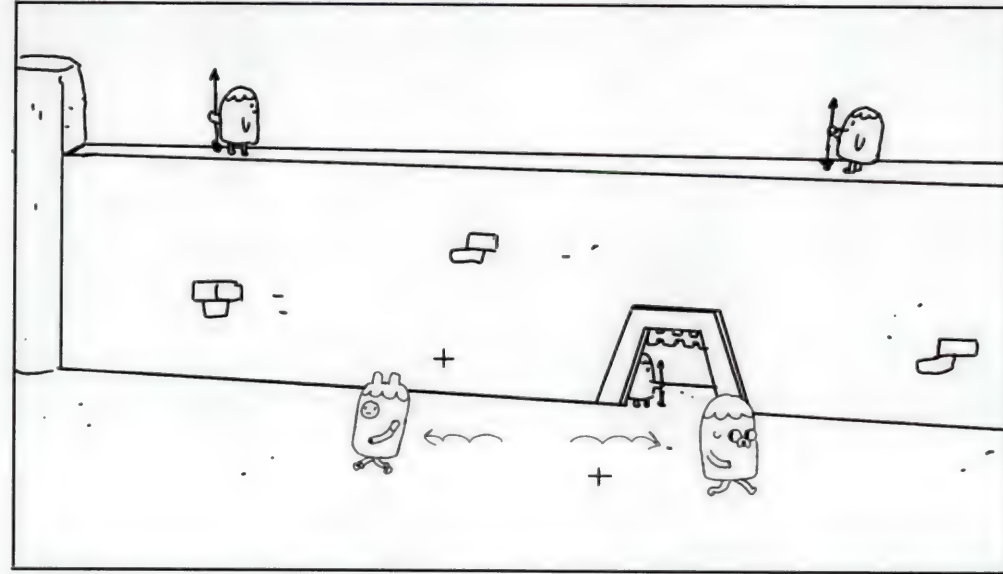


Sc. 88 *cont*

Pnl. B

Bg.

day night

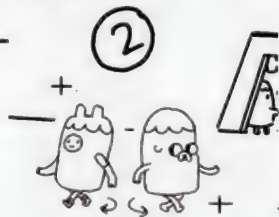


Dialog:

Action:

THEY WALK IN DIFFERENT DIRECTIONS, BGS ON TOP OF WALL IDLE

Timing:



SEP 10 2015

1034-233
EPISODE #

Production :

1034/233

1034/233

1034/233

ADVENTURE TIME



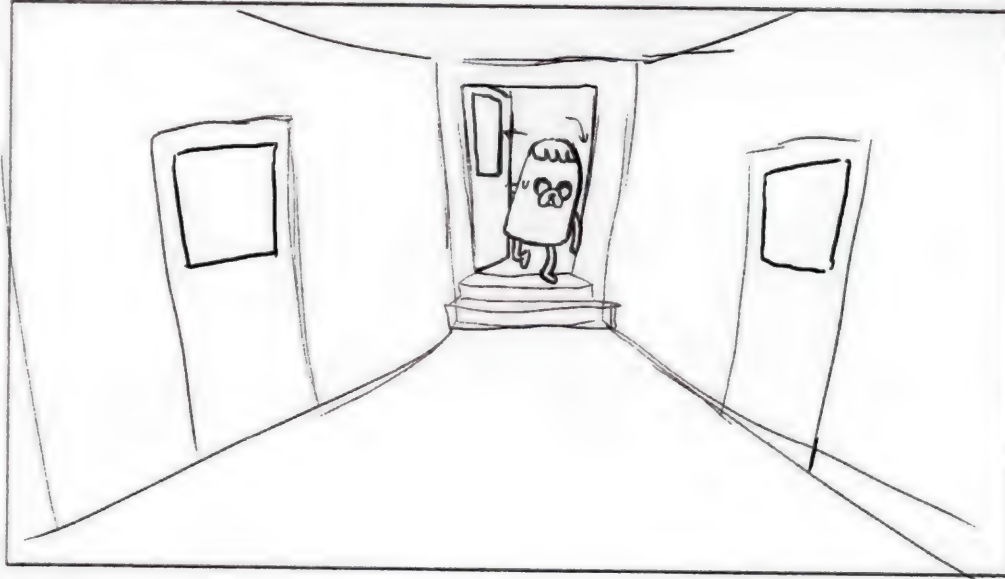
Page 122

Sc. 89

Pnl. A

Bg.

day night

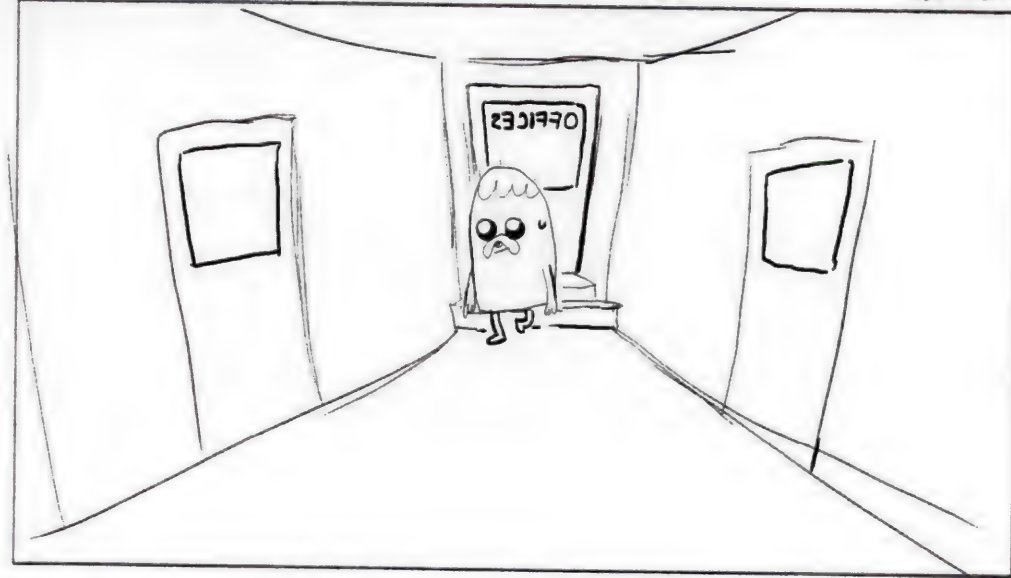


Sc. 89 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX: * SHUT *

Action:

- J OPENS DOOR COMING IN FROM OUTSIDE

-JAKE WALKS IN, SHUTS DOOR BEHIND HIM.

Timing:

SP



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1034-233

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1034/233

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ADVENTURE TIME



NO SC'S
90-91

Sc. 89 *cont*

Pnl. C

Bg.

day night

Sc.

Pnl.

Bg.

Page *123*
NO PGS 124-127
day night



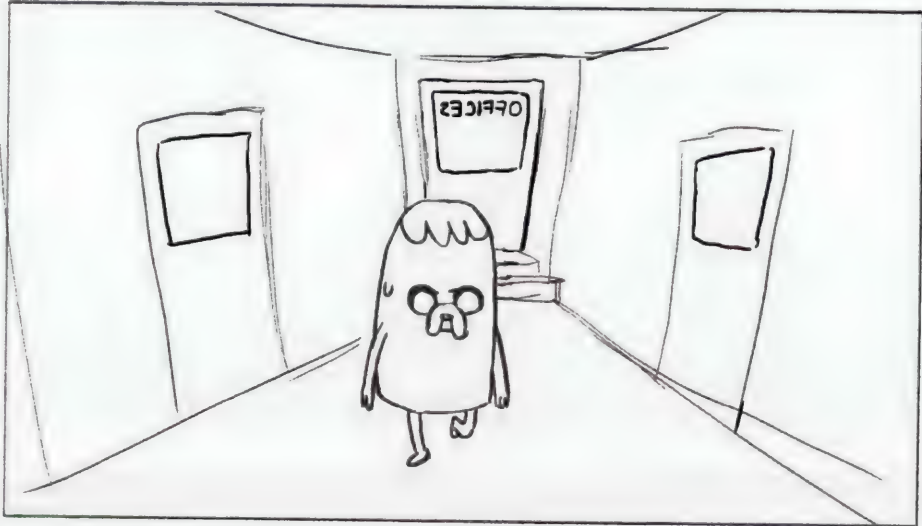
Dialog:

Action:

— JAKE WALKS TOWARDS FIRST DOOR

Timing:

①



EPISODE # 1034-233

Production :

SEP 10 2015

1034/233

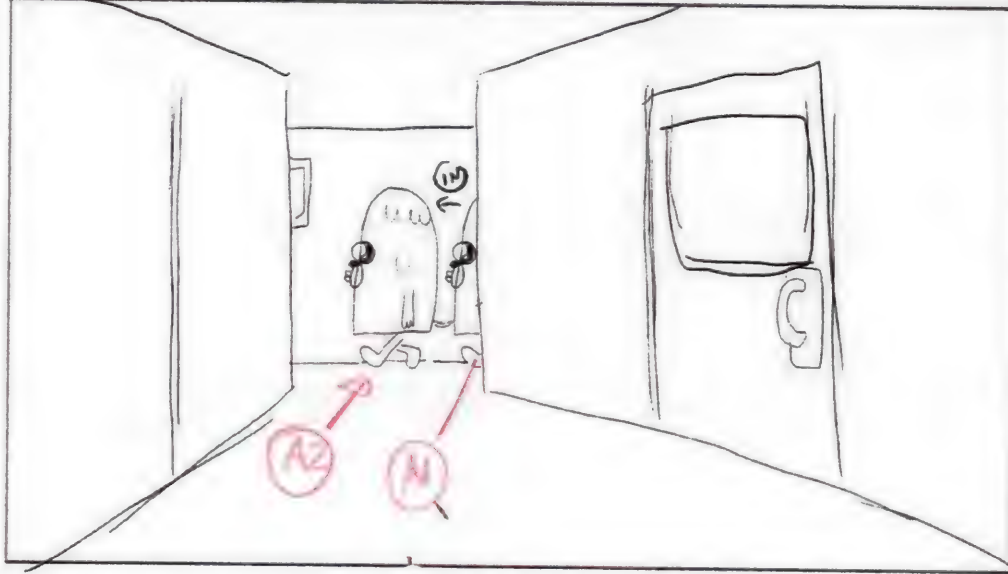
1034/233

ADVENTURE TIME

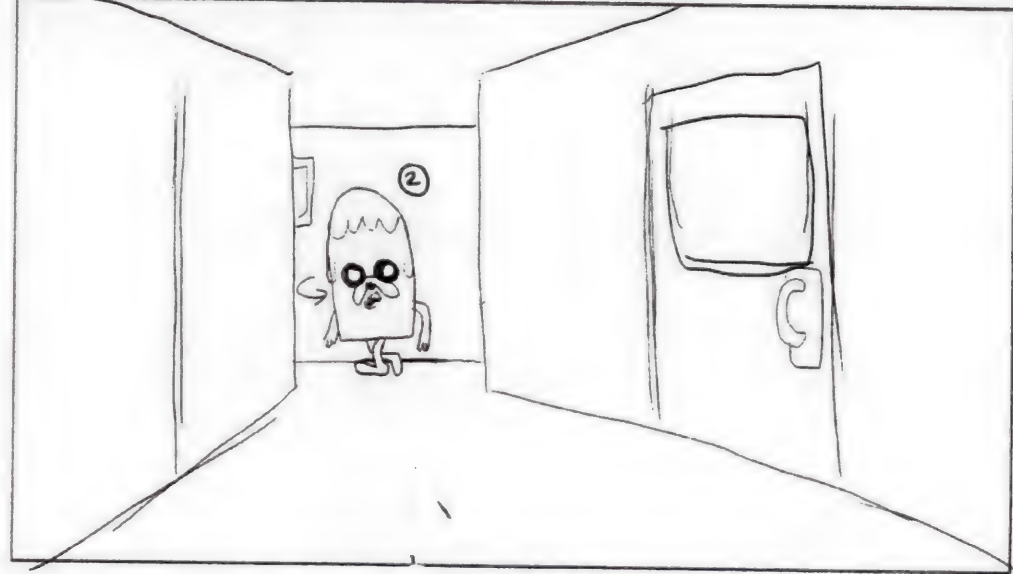


Page 128

Sc. 92 Pnl. A Bg. day night



Sc. 92 *CONT* Pnl. B. Bg. day night



Dialog:

SFX: BRRBBRR!!!!

(SOFT HORSE NOISE???)

J/ What the.. horse??

Action:

JAKE WALKS IN

JAKE STOPS AND TURNS!

Timing:

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EPISODE #

1034-233

Production :

1034/233

1034/233

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ADVENTURE TIME



Sc. 92 *CONT*

Pnl. C

Bg.

day night

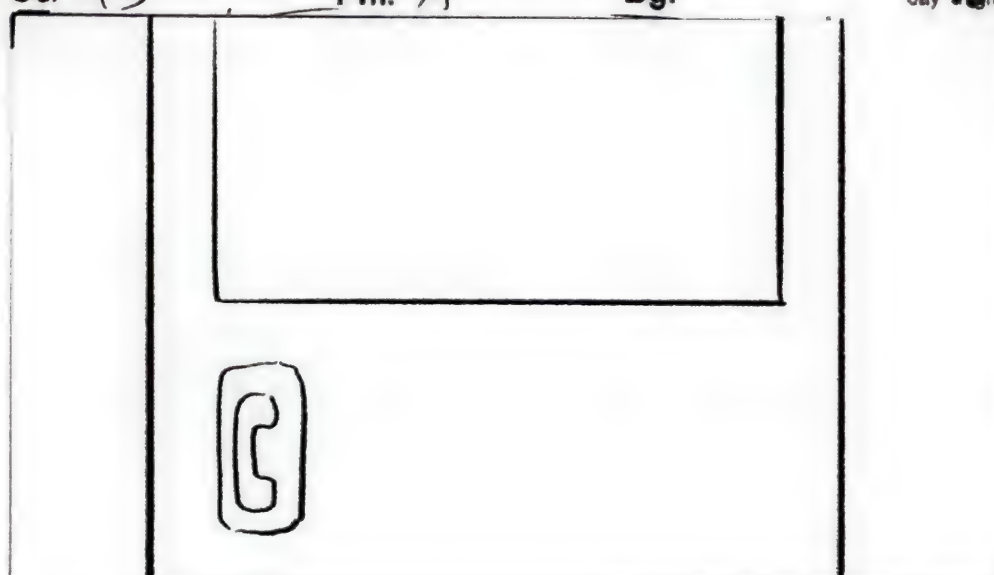
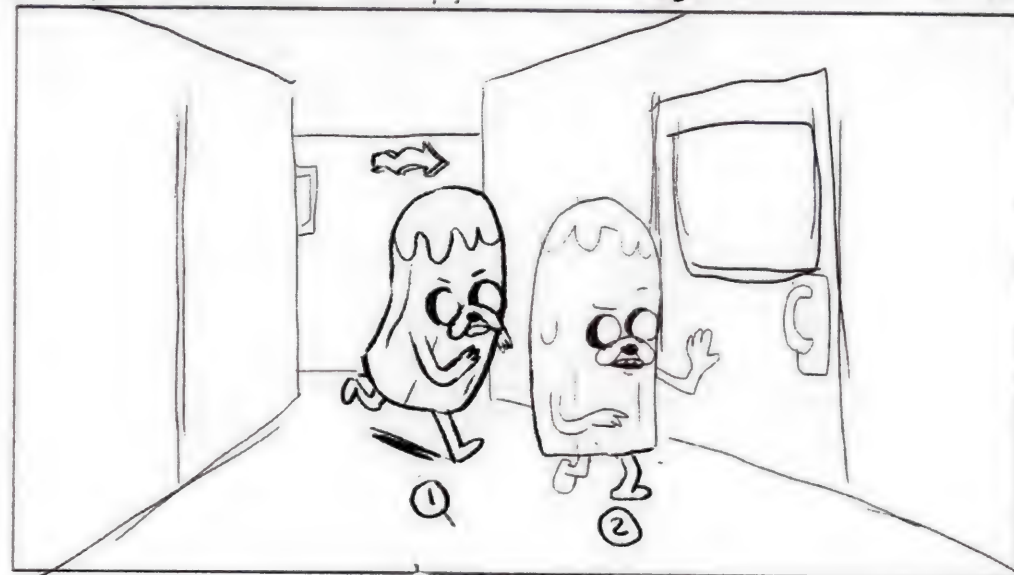
Sc. 93

Pnl. A

Bg.

Page 129

day night *129 A NEXT*



Dialog:

Action:

J WALKS OVER TO DOOR AND PUTS HIS ARM OUT TO OPEN IT

Timing:

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EPISODE #

1034-233

Production :

1034/233

1034/233

Small signature or mark at the bottom center.

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1034/233

ADVENTURE TIME



Page **129A**
130 NEXT

Sc. **93** **CONT** Pnl. **B**

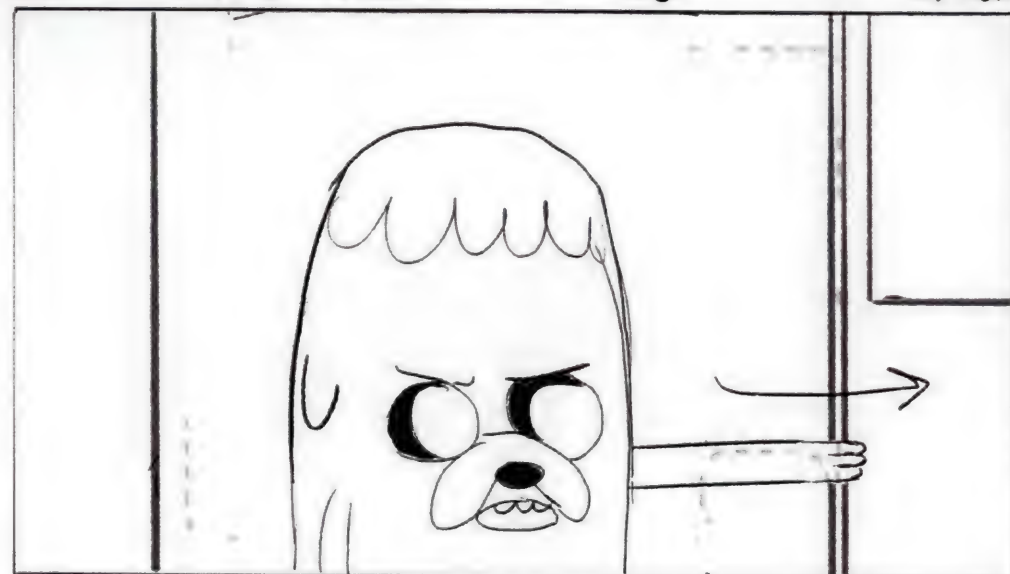
Bg.

day night

Sc. **93** **CONT** Pnl. **C**

Bg.

day night



Dialog:

J/ HEY MAN IS THERE A HORSE IN-

Action:

J OPENS DOOR AND ASKS HIS
 QUESTION AT THE SAME TIME

Timing:

SEP 10 2015

EPISODE #

Production :



1034/233

1034/233

ADVENTURE TIME



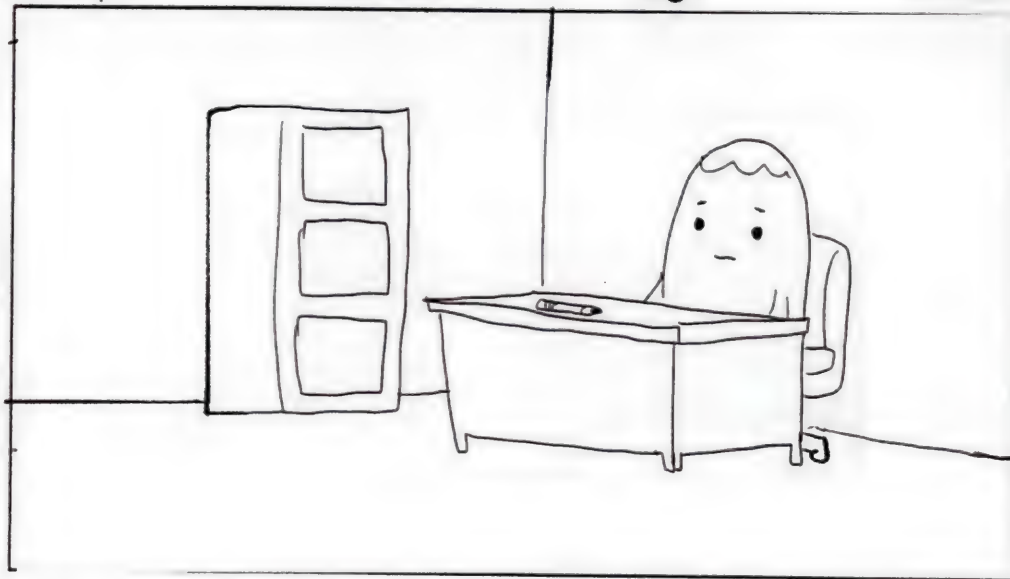
Page 130

Sc. 94

Pnl. A

Bg.

day night



Sc. 94

cont

Pnl. B

Bg.

day night



Dialog:

SFX/ UNSEEN DRAWER DOOR CLOSING

BG# 1: HMM?

Action:

YOU SEE HIS ARM MOVE TO CLOSE THE ^{DRAWER} AND HE LOOKS UP

PLACES HANDS ON DESK AND LEANS FORWARD

Timing:



SEP 10 2015

Production :

EPISODE #

1034-233

1034/233

1034/233

ADVENTURE TIME



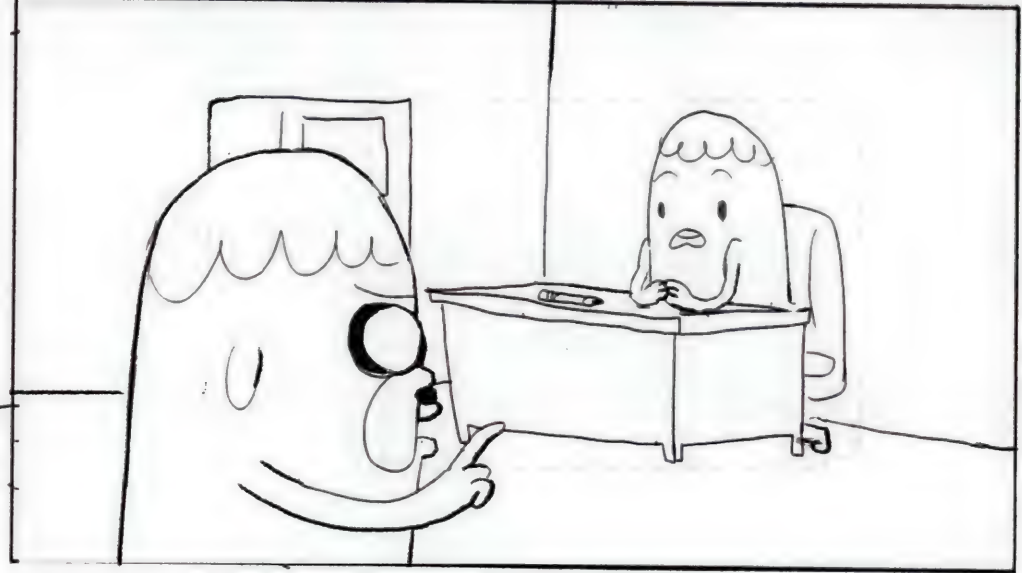
Page 131

Sc. 94 *CONT*

Pnl. C

Bg.

day night

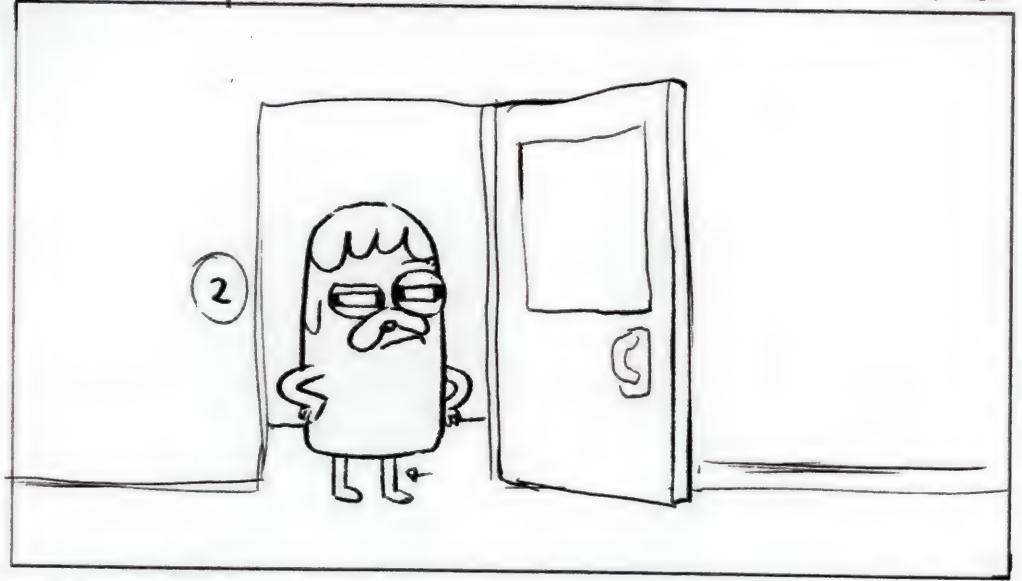


Sc. 95

Pnl. A

Bg.

day night



Dialog:

J/ HEY WHAT WAS THAT?

BG #1 NOTHING!

Action:

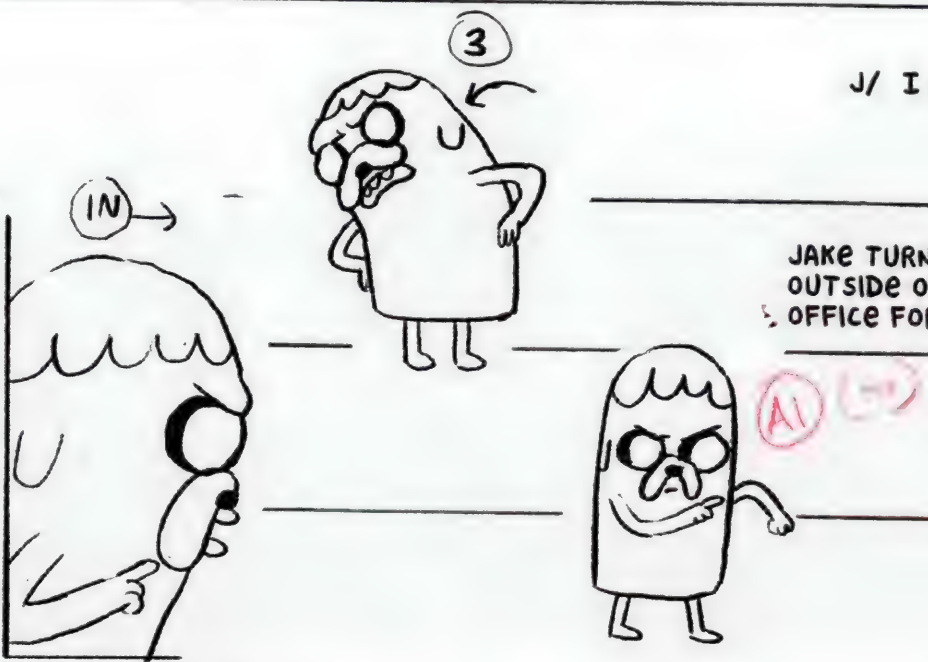
CAMERA PANS, JAKE ENTERS AND POINTS.
BG SHRUGS

Timing:

J/ I SWORE I HEARD A...

JAKE TURNS AROUND AND LOOKS
OUTSIDE OF THE
OFFICE FOR A HOT MINUTE.

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EPISODE # 1034-233

Production :

1034/233

1034/233

1034/233

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ADVENTURE TIME



Page 132

Sc. 95 *cont*

Pnl. B

Bg.

day night

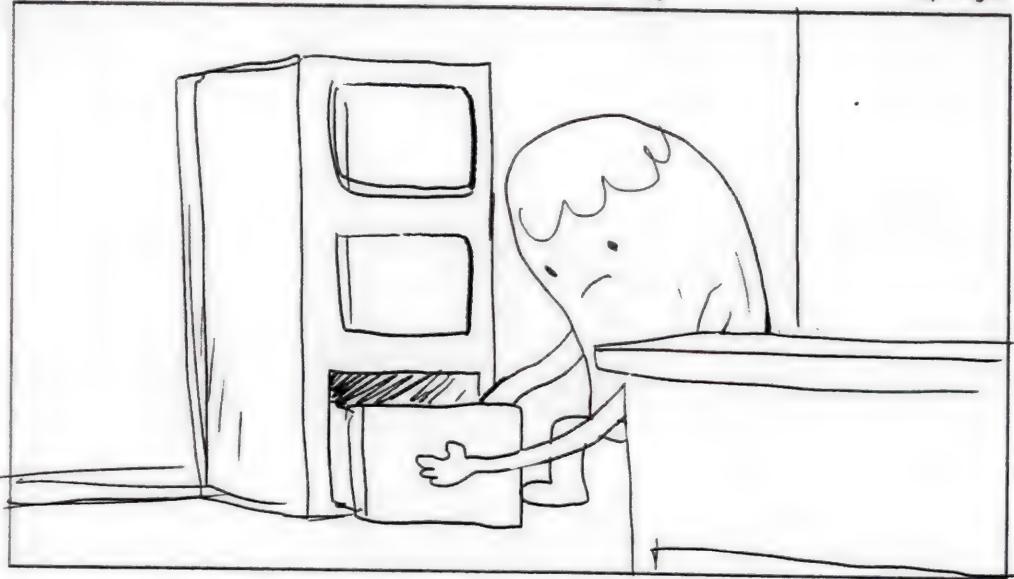


Sc. 96

Pnl. A

Bg.

day night



Dialog:

SFX / NEIGH

J/ WUH-

Action:

- J WHIPS HIS HEAD ONLY AROUND AT THE NOISE!

- BG IS LOOKING AT SOMETHING IN THE FILE CABINET

Timing:

SEP 10 2015

1034-233

EPISODE #

Production :

1034/233

1034/233

1034/233

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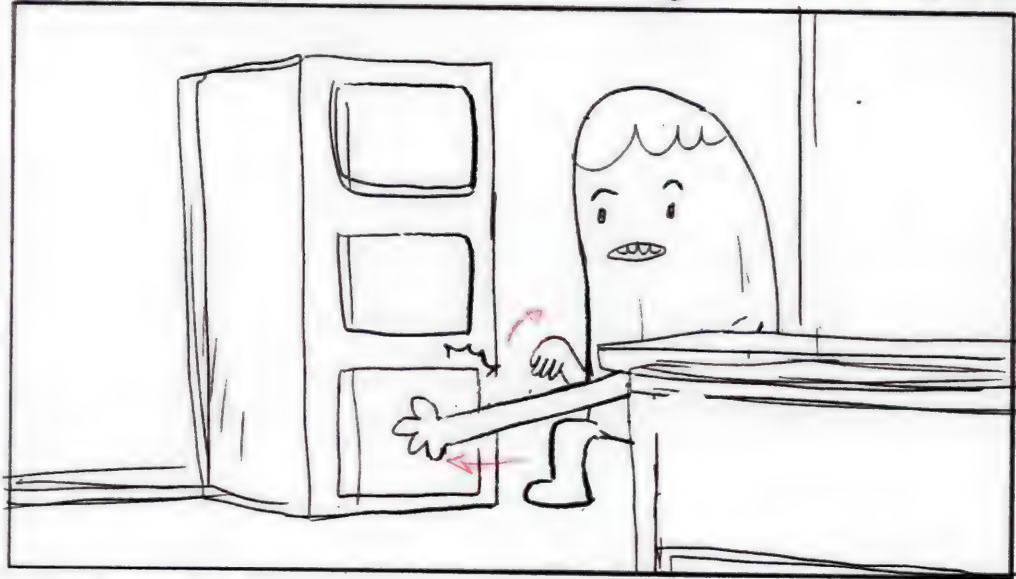


Page 133

Sc. 96 *CONT* Pnl. B

Bg.

day night



Sc. 97

Pnl. A

Bg.

day night



Dialog:

BG#1: FILES.

Action:

- BG #1 QUICKLY SHUTS THE DRAWER AND LOOKS UP AT J

① J WHAT? ②



- J PLACES HANDS ON HIPS, NARROWS eyes

Timing:

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EPISODE #

1034-233

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1034/233

1034/233

1034/233

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Page 134

Sc. 98

Pril. A

Bg.

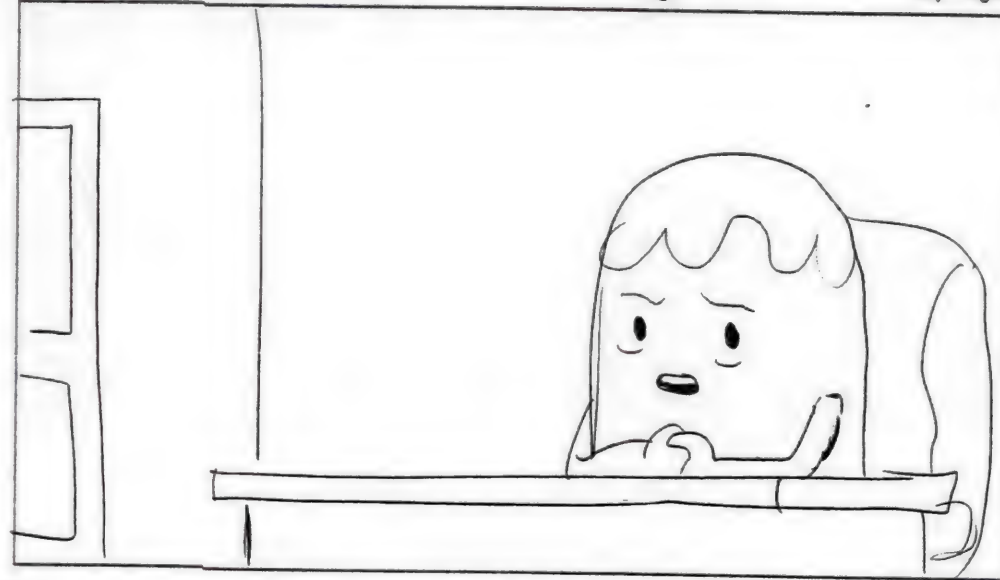
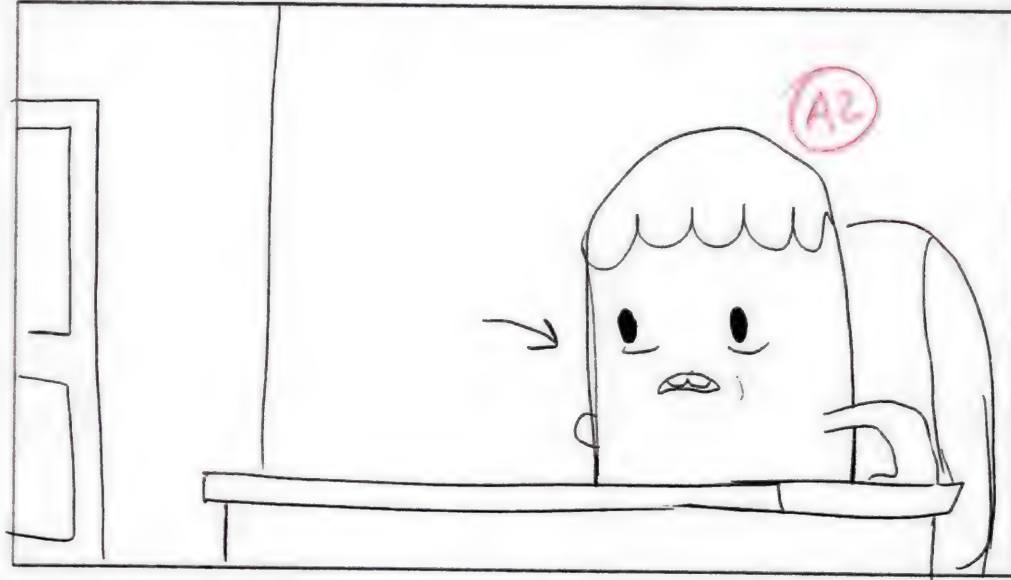
day night

Sc. 98 *cont*

Pril. B

Bg.

day night



Dialog:

BG#1: ALL FILES.

BG#1: PLEASE GO AWAY.

Action:

GOES TO SIT BACK IN HIS DESK, EYES THE FILE CABINET WHILE HE DOES.

CLASPS HANDS TOGETHER AND STARES AT JAKE

Timing:



SEP 10

1034-233

EPISODE #

1034/233

Production :

1034/233

ADVENTURE TIME

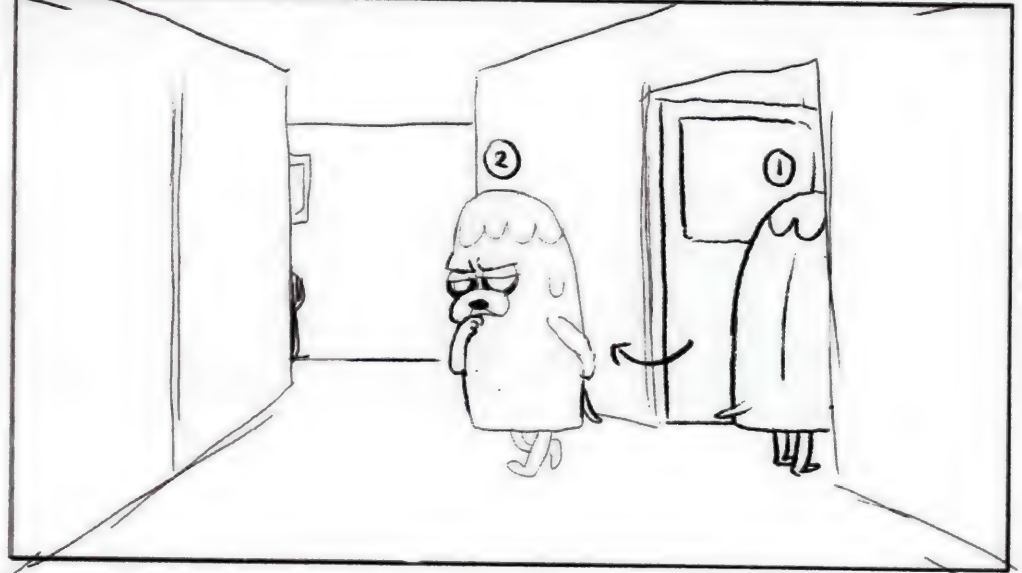


Page 135

Sc. 99 Pnl. A Bg. day night



Sc. 100 Pnl. A Bg. day night



Dialog: ① J/ mmmm (... ② OKAY.

Action: - JAKE GIVES HIM THE STAREDOWN, ARMS CROSSED, BUT POINTS UP ① J WALKS OUT OF THE DOORWAY

Timing:



SEP 10 2015

EPISODE # 1034-233

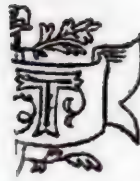
Production :

1034/233

1034/233

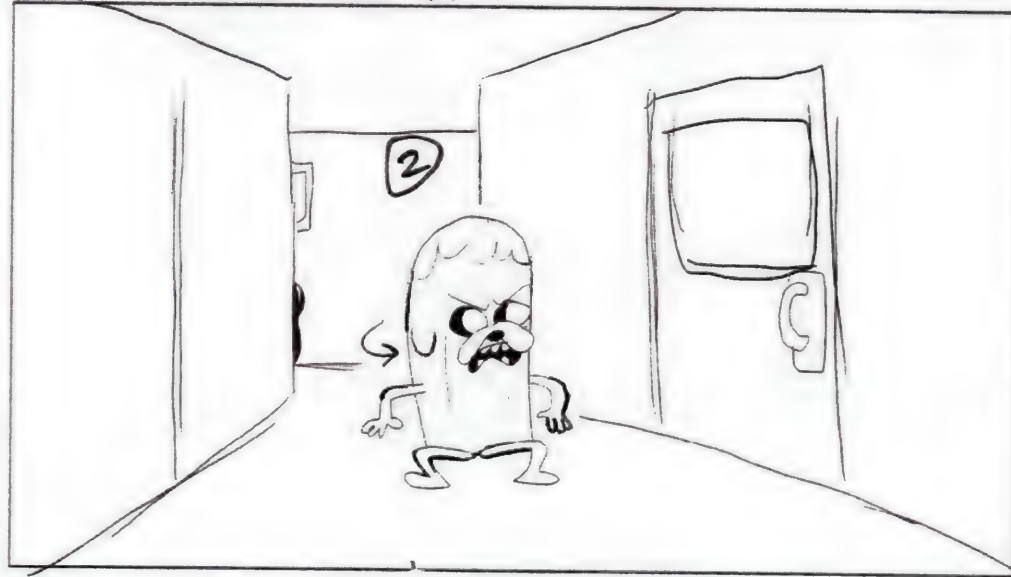
1034/233

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Sc. 100 *cont* Pnl. B.

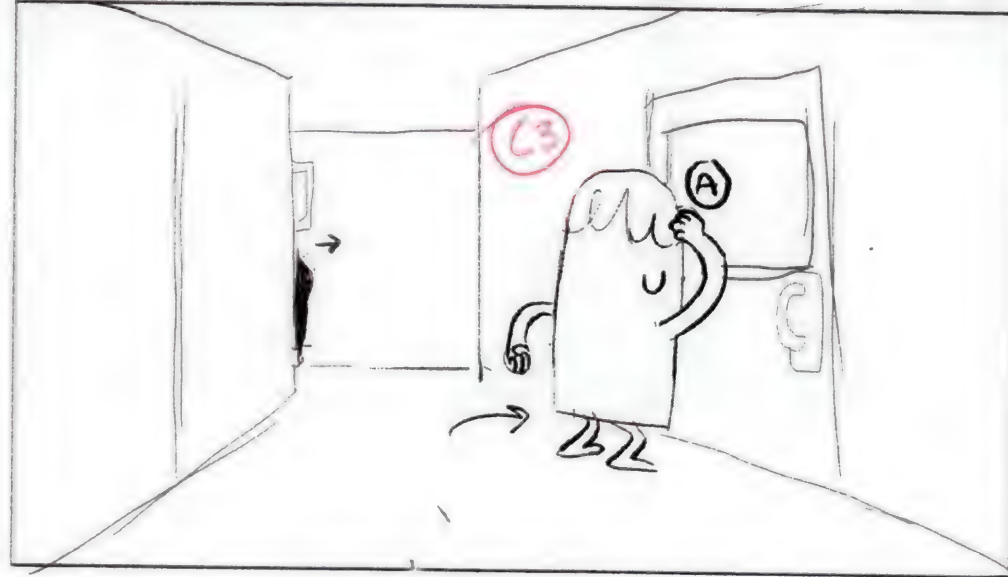
day night



Sc. 100 *cont* Pnl. C

Bg.

day night



Dialog:

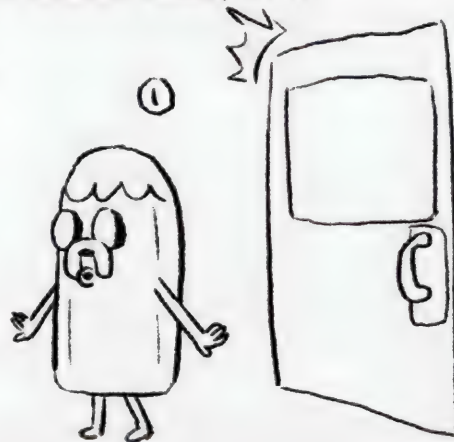
J/ hey!!

SFX: *SLAM - NEIGH *click

⑤ 'I WANT BACK IN THERE
NOW, C'MON!'

Action: DOOR CLOSES REAL QUICK AND LOCKS BEHIND J,
J TURNS AROUND ANGRY AT IT

Timing:



①, THEN CYCLE
A, B, A, B, etc.

J BANGS ON THE DOOR WITH RIGHT HAND!
A DARK FIGURE SLIDES OUT FROM BEHIND THE CORNER



SEP 10 2015

1034-233

EPISODE #

1034/233

Production :

1034/233

1034/233

ADVENTURE TIME

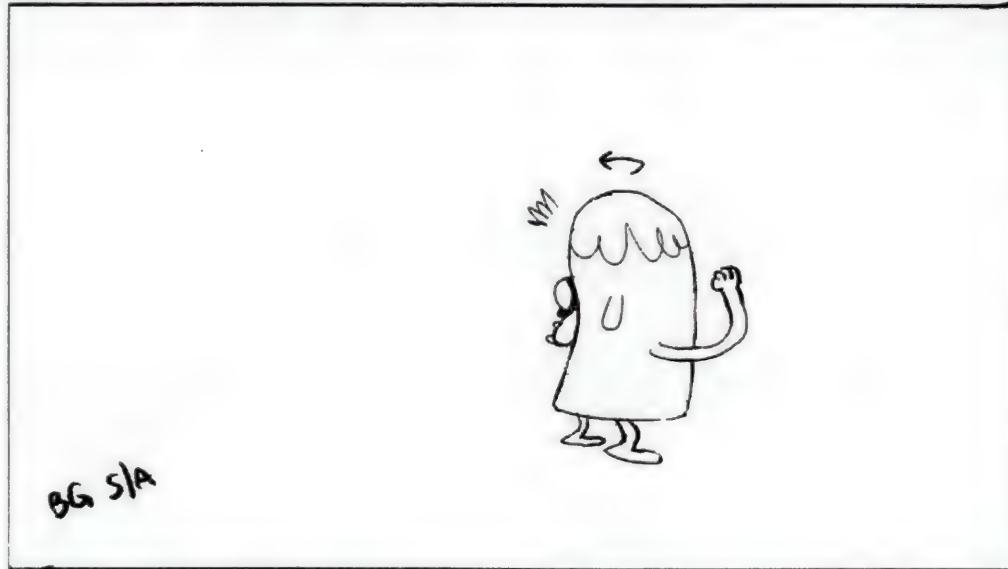


Page 137

Sc. 100 *cont* Pnl. D

Bg.

day night

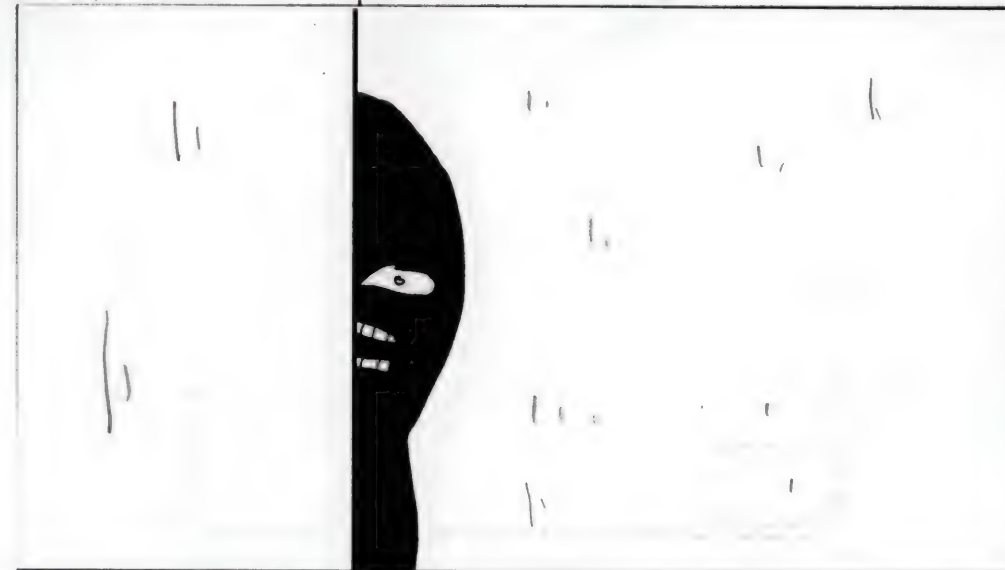


Sc. 101

Pnl. A

Bg.

day night



Dialog:

DUMMY: [WHISPER] I LOVE YOU...

SFX/ LIGHT WIND IN THE DISTANCE

Action:

- J TURNS AROUND TO NOTICE THE DARK FIGURE

- DUMMY.

STARES UNMOVINGLY

DARK FIGURE SLOWLY SLIDES BACK BEHIND THE CORNER

Timing:

SEP 10 2015

EPISODE # **1034-233**

Production :

+ END PANEL

1034/233

1034/233

1034/233

ADVENTURE TIME



Page 138

Sc.

Pnl.

Bg.

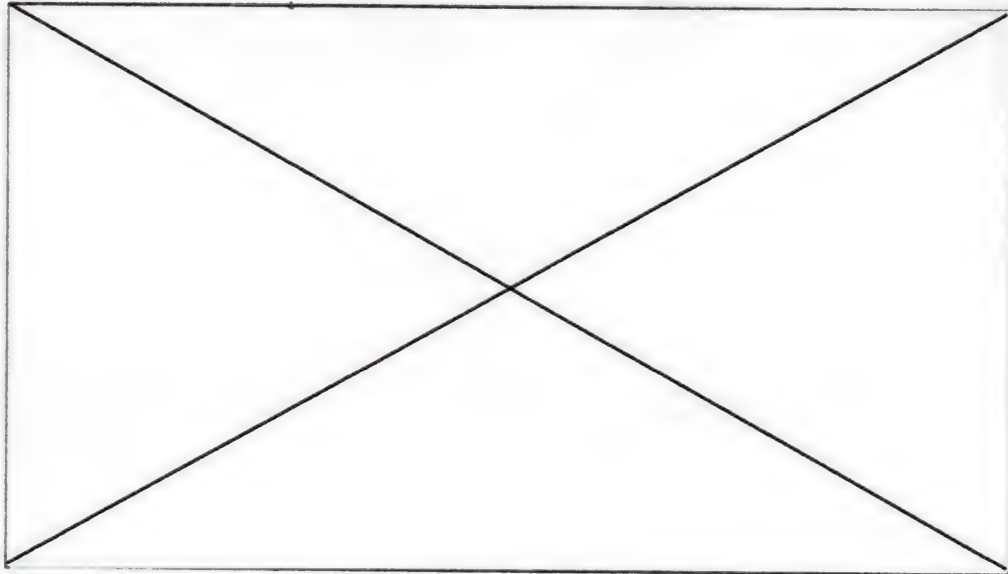
day night

Sc. 102

Pnl. A

Bg.

day night



Dialog:

① "eeeeuuuu..."

Action:

Timing:

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1034/233

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Page 139

Sc. 102 cont Pnl. B

Bg.

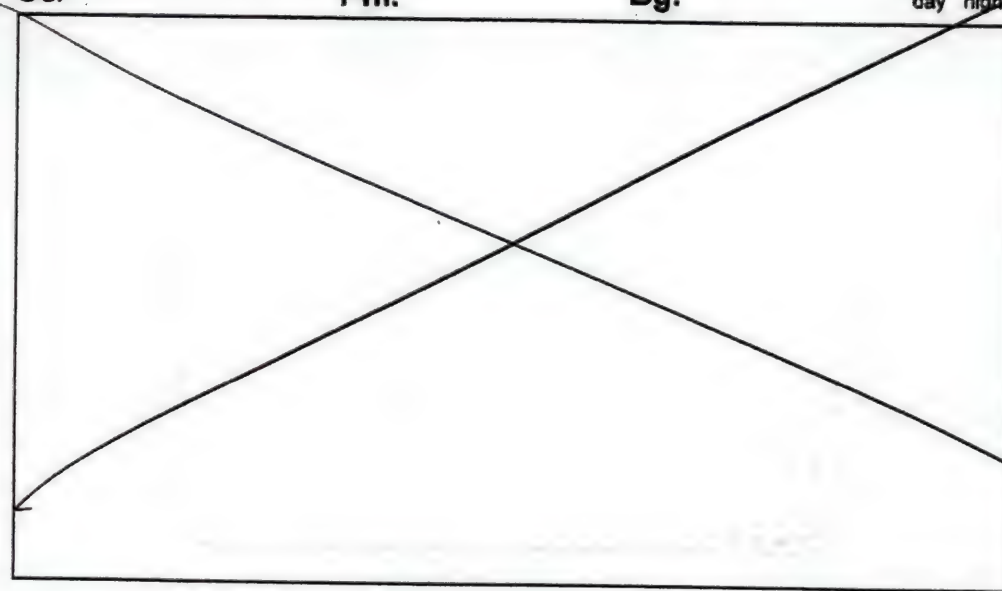
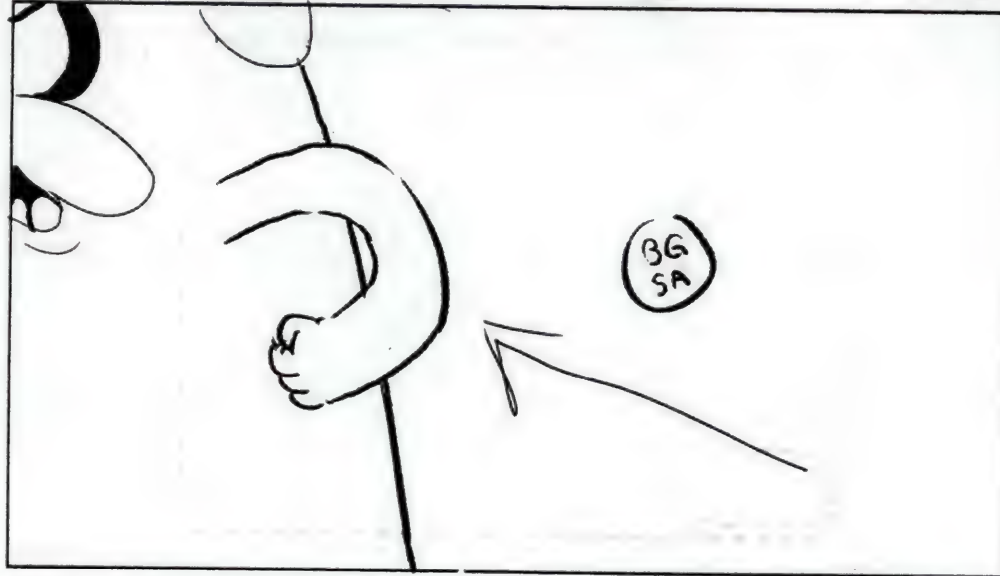
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

— DETERMINED BUT SCARED, JAKE RUNS OFF AFTER IT

Timing:

SEP 10 2015

1034-233

EPISODE #

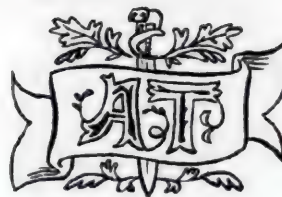
Production :

1034/233

1034/233

1034/233

ADVENTURE TIME

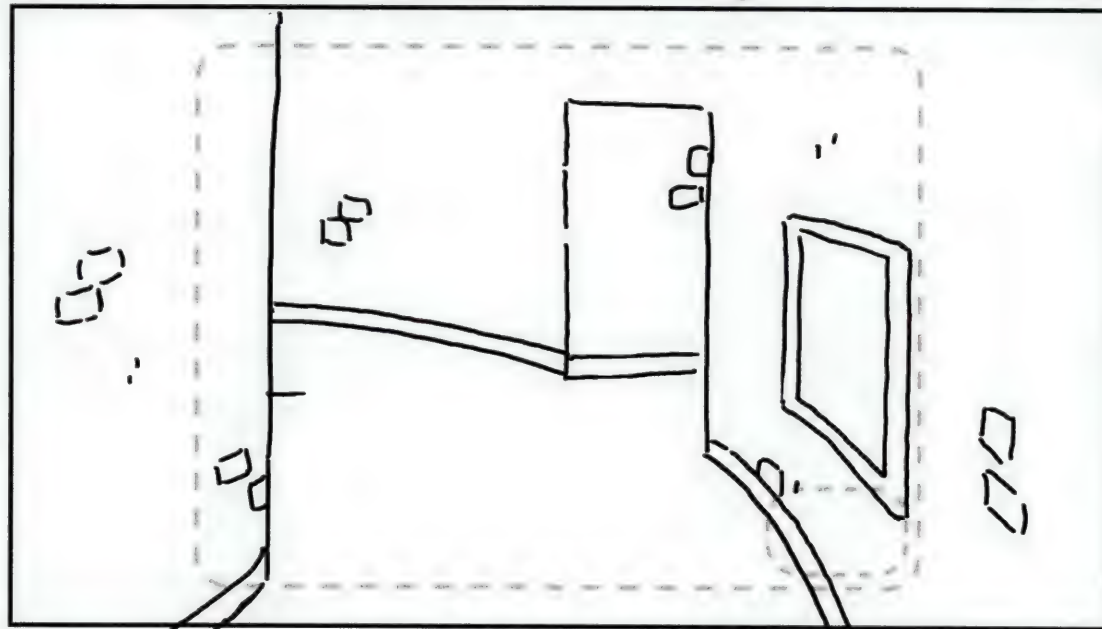


Sc. 103

Pnl. A

Bg.

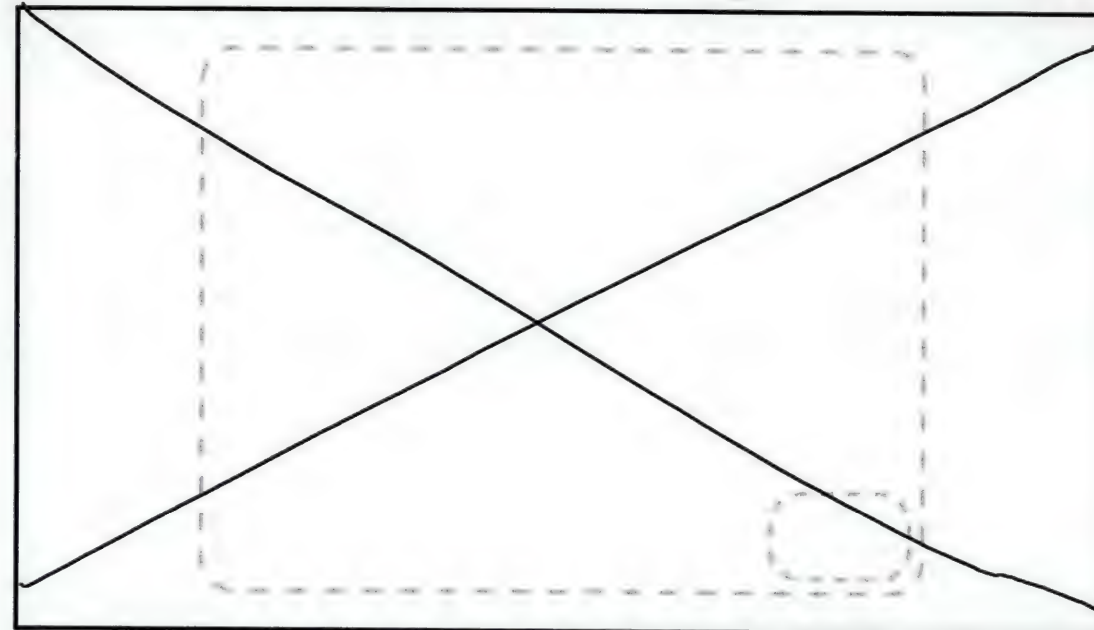
day night



Sc.

Pnl.

Bg.



Page 140
140A NEXT
day night

Dialog:

Action:

Timing:

SEP 1 2015

EPISODE #

Production:

1034/233

1034/233

ADVENTURE TIME



Sc. 103 *CONT* Pnl. B

Bg.

Page *140A*
141 NEXT
day night



Dialog:

J/ *HUFFING* HEY... DID YOU SEE A... A..
HUFFING.....SOMETHING COME BY HERE?

Action:

J SKIDS AS HE TAKES THE TURN DOWN THE HALLWAY, J RUNS UP TO THE BANANA GUARD, CAMERA FOLLOWS JAKE, J STOPS AND TRIES TO FIND THE WORDS

Timing:

POSES

SEP 10 2015

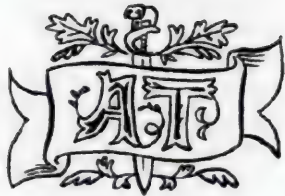
EPISODE #

1034/233

Production:

1034/233

ADVENTURE TIME

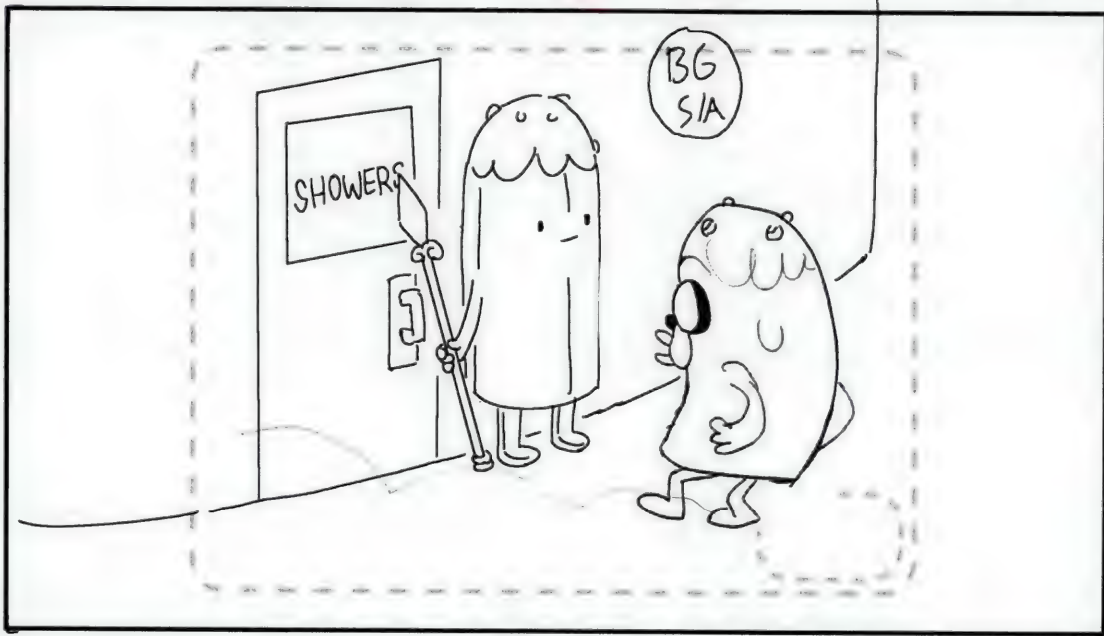


Sc. 103 *cont* Pnl. *D* Bg.

day night

Sc. 103 *cont* Pnl. *E* Bg.

day night



Dialog:

BG #2

NO, JUST ME AND THIS DOOR HERE

① OO YEAH - showers

Action:

BG USES SPEAR TO MOTION TO THE DOOR

Timing:

SEP 10 2015



EPISODE #

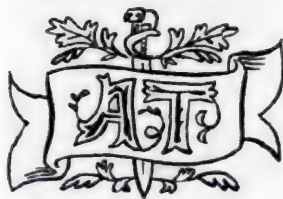
1034/233

Production:

1034/233

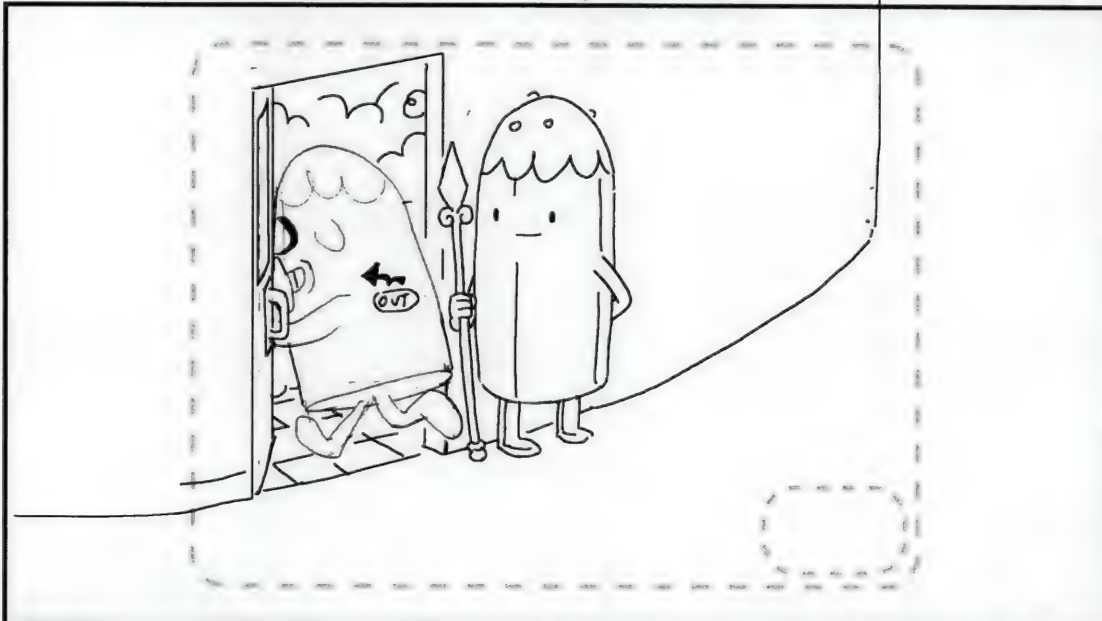
1034/233

ADVENTURE TIME



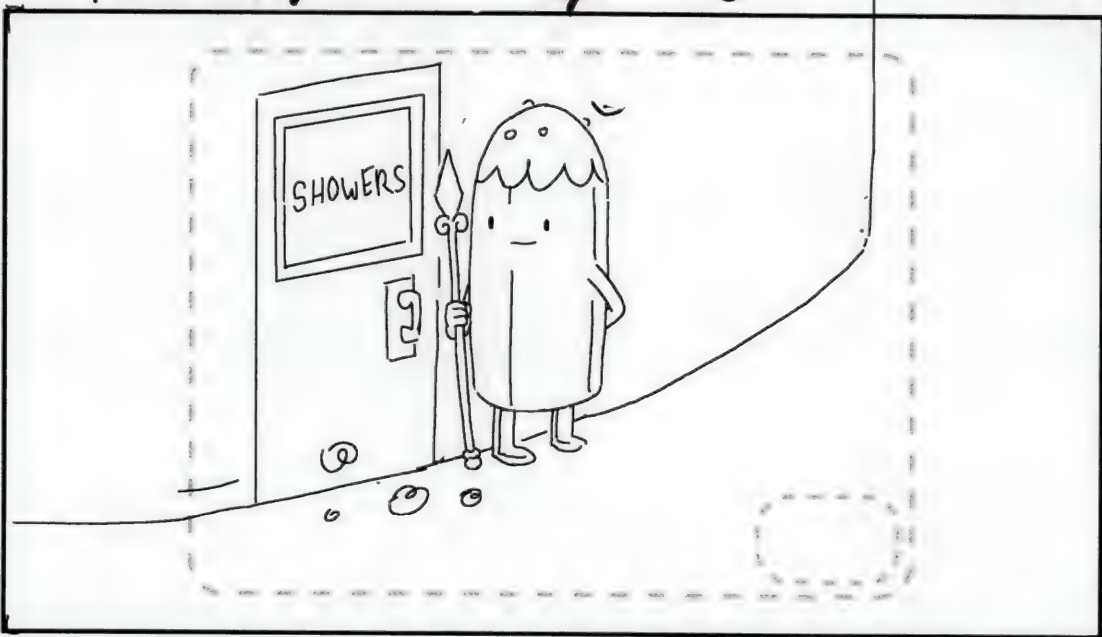
Sc. 103 *cont* Pnl. *F* Bg.

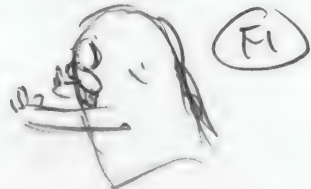

day night



Sc. 103 *cont* Pnl. *G* Bg.

Page 142
142A *NEXT*
day night



Dialog:	
	
A ¹ J GOES RIGHT INTO THE SHOWERS, BG WATCHES WITH ARM BEHIND HIM.	DOOR CLOSES, AND THE DARK FIGURE SLIDES FROM BEHIND THE BG. BGS ARM MOVES SLIGHTLY TOO TO SHOW IT'S CONTROL OVER DF
Timing:	
	

1034/233

EPISODE #

1034/233

Production:

ADVENTURE TIME



Page 142A
143 NEXT
day night

Sc. 104

Pnl. A

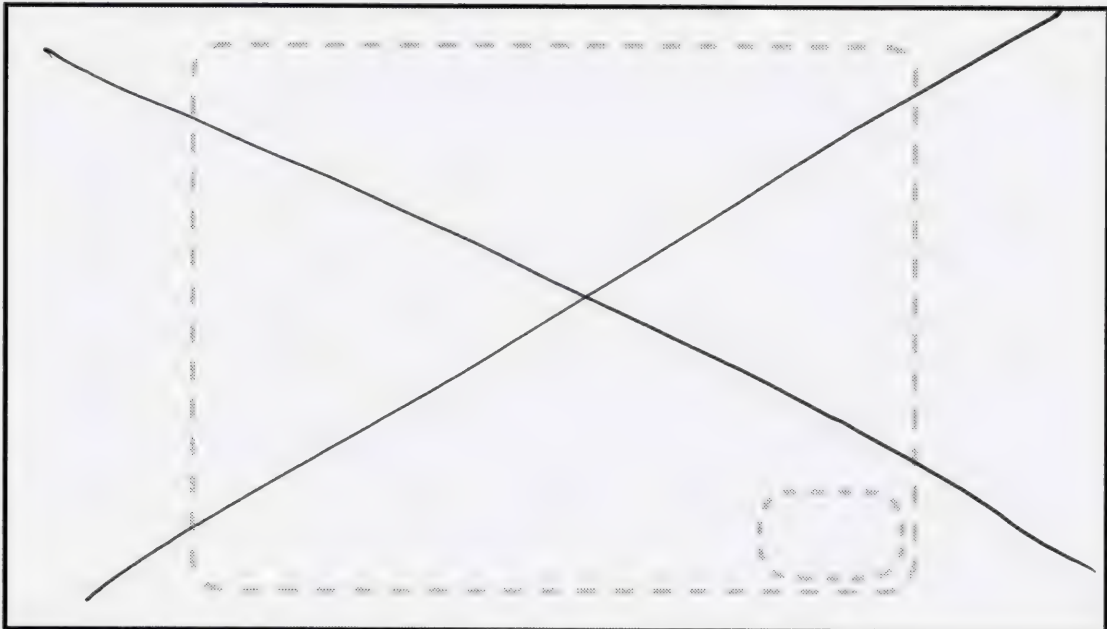
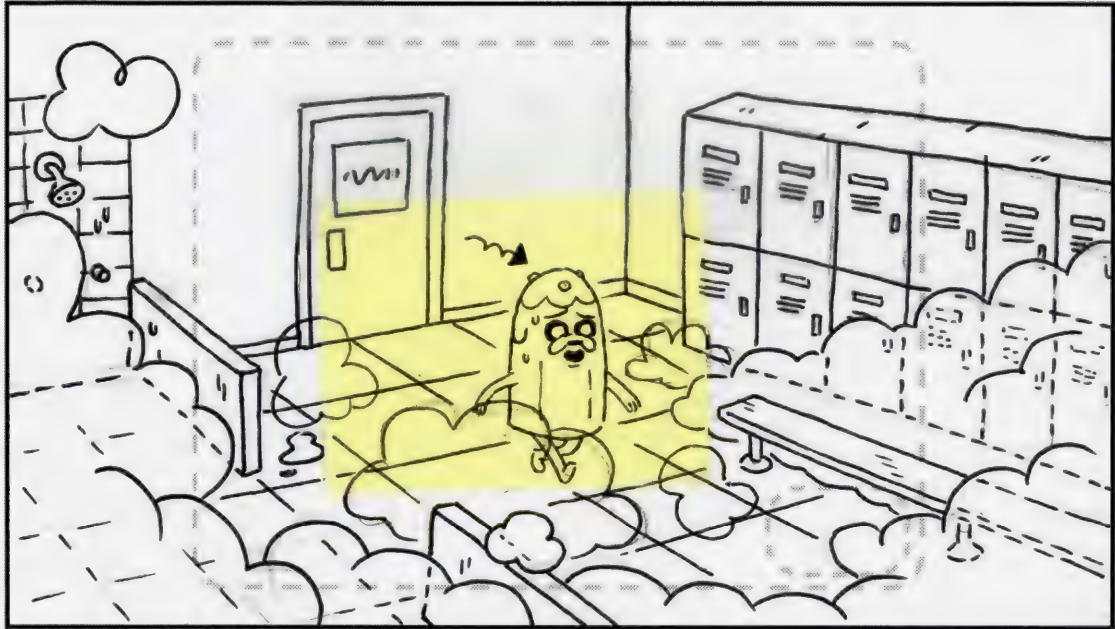
Bg.

day night

Sc.

Pnl.

Bg.

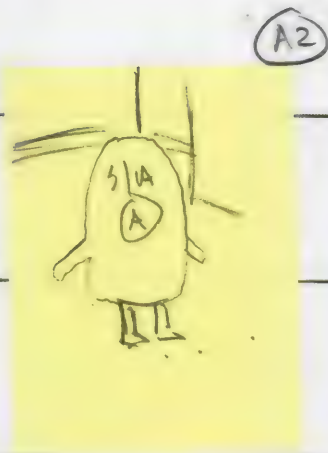


Dialog: J: SWEET HOT SHOW' TO GET MY HEAD
BACK ON STRAIGHT."

SINGING B. GUARD: (o.s.) BEAUTIFUL SINGING.

Action: IT'S STEAMY AS HELL IN THE SHOWER ROOM.
VISIBILITY IS LOW. JAKE WALKS IN.

Timing:



SEP 10 2015

EPISODE #

Production:

1034/233

1034/233

1034/233

ADVENTURE TIME



Page 143

Sc 105

Pl. A

Ba.

day night

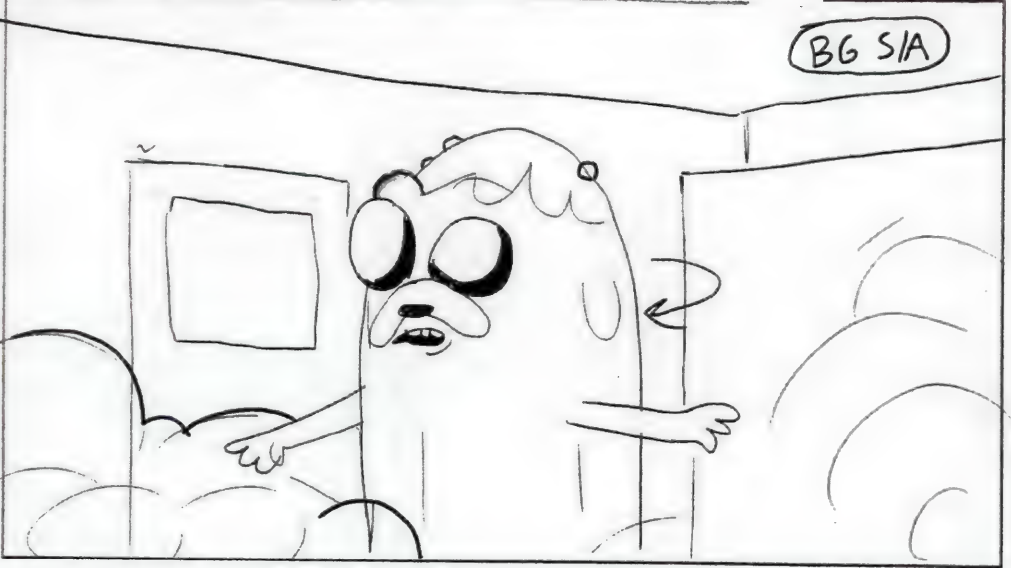


Sc. 105 cont

Pl.

B

day night



Dialog:

SBG: [SINGING CONTINUES]

SBG:

SIGNING BECOMES LOUDER AND MORE PRONOUNCED

Action:

JAKE TURNS TO LOOK IN ITS DIRECTION

Timing:

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1034-233

1034/233

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ADVENTURE TIME

Sc. **105 CONT** Pnl. **C** Bg. day night



Dialog:

J/ OH THAT HEAVENLY SINGING!

SBG: [SINGING CONTINUES]

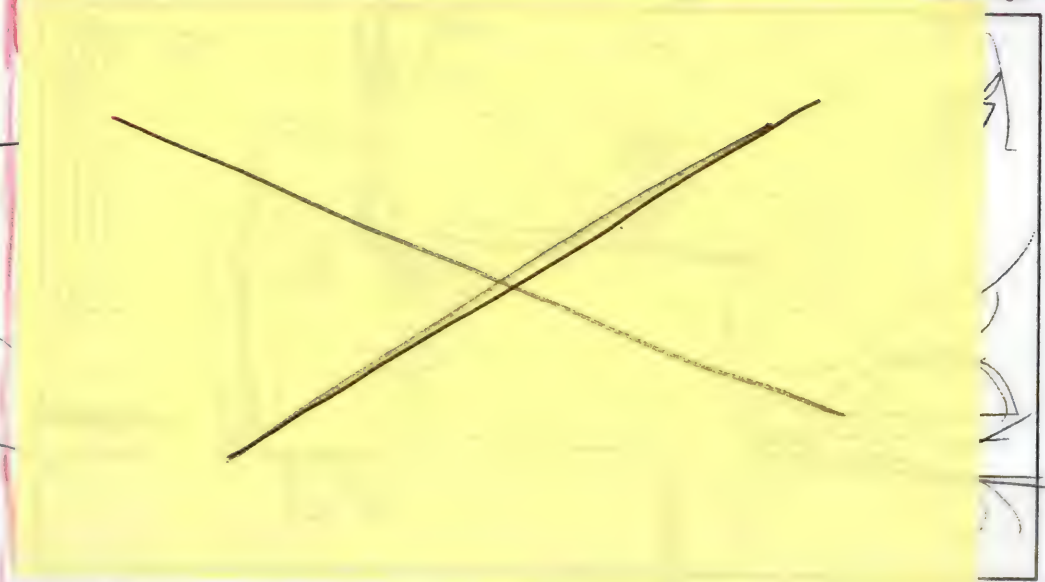
Action:

J CLASPS HIS HANDS TOGETHER AND FEELS LOVE

Timing:

SEP 10 2015

Sc. Pnl. Bg. day night



144

144A NEXT

1034-233

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1034/233

1034/233

1034/233

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Page 144 A
145 NEXT
day night

Sc. 106

Pnl. A

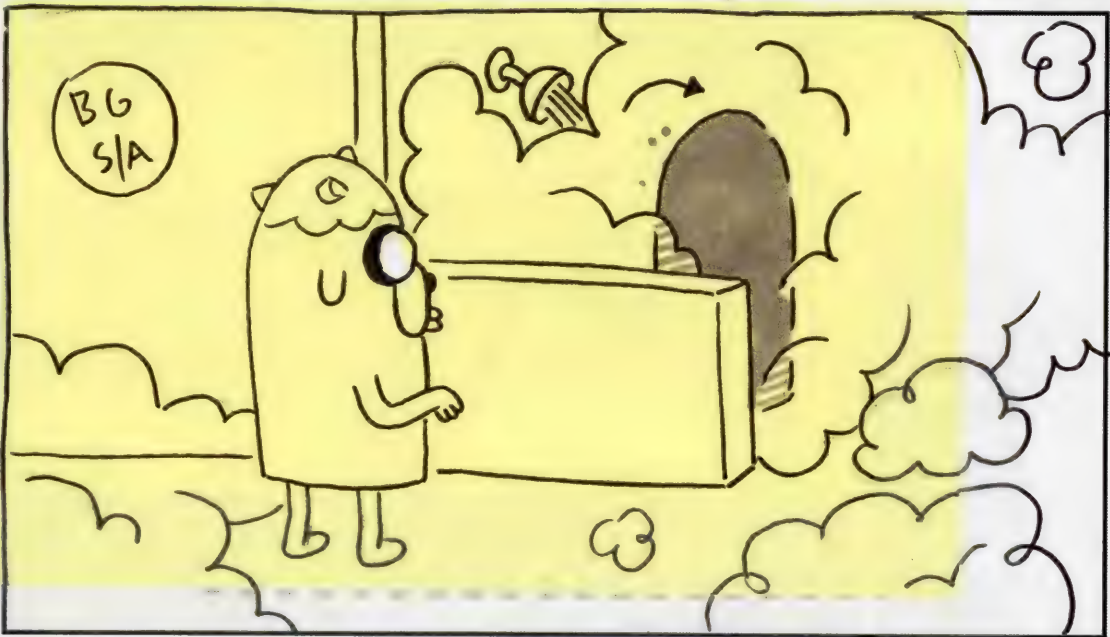
Bg.

day night



Sc. 106 *cont* Pnl. B

Bg.



Dialog:
J/ HEY! WHO'S SINGING IN THERE!
SBG: [SINGING CONTINUES]

Action:
J. HOLDS HAND UP TO SPEAK LOUDER.
THERE IS A FAINT SHADOW MOVING IN
THE DENSE STEAM OF THE SHOWER.

Timing:



SBG: SINGING STOPS SUDDENLY.
SFX/ FIZZ OF SHOWER STILL GOING.

SLIGHT FIGURE IN SHADOW IS STILL.
STEAM STILL ENGULFS MOST.

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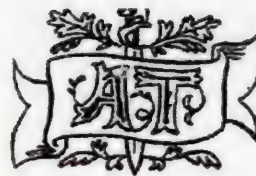
Production:

1034/233

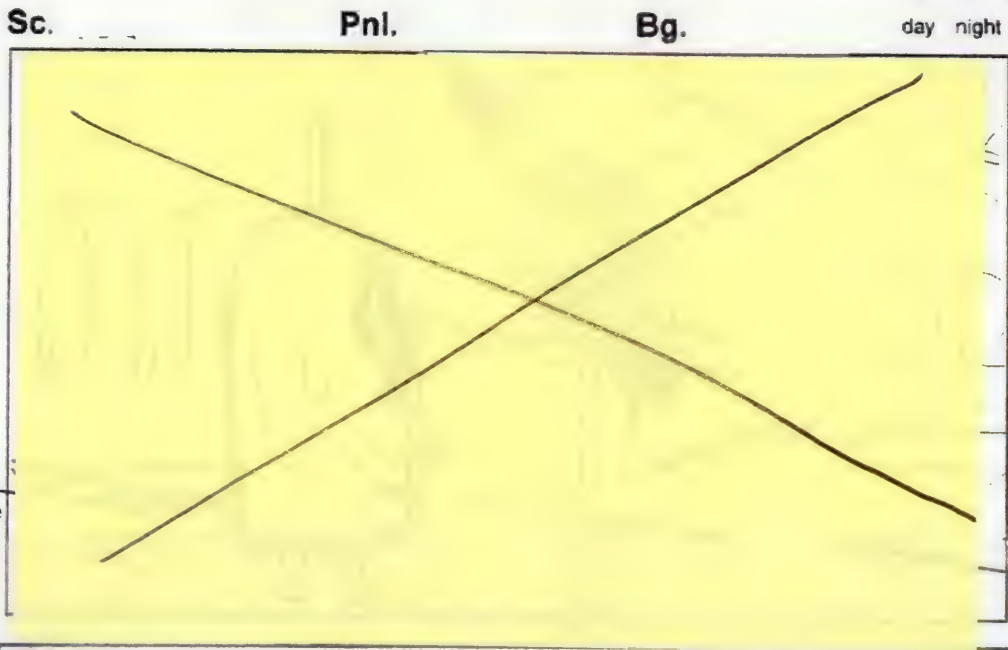
1034/233

1034/233

ADVENTURE TIME



Page 145



Dialog:	
Action:	SFX/ SHOWER....
Timing:	JAKE PENSIVELY LOOKS ON

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ADVENTURE TIME



Page 146

Sc. 107 *cont* Pnl. B

Bg.

day night

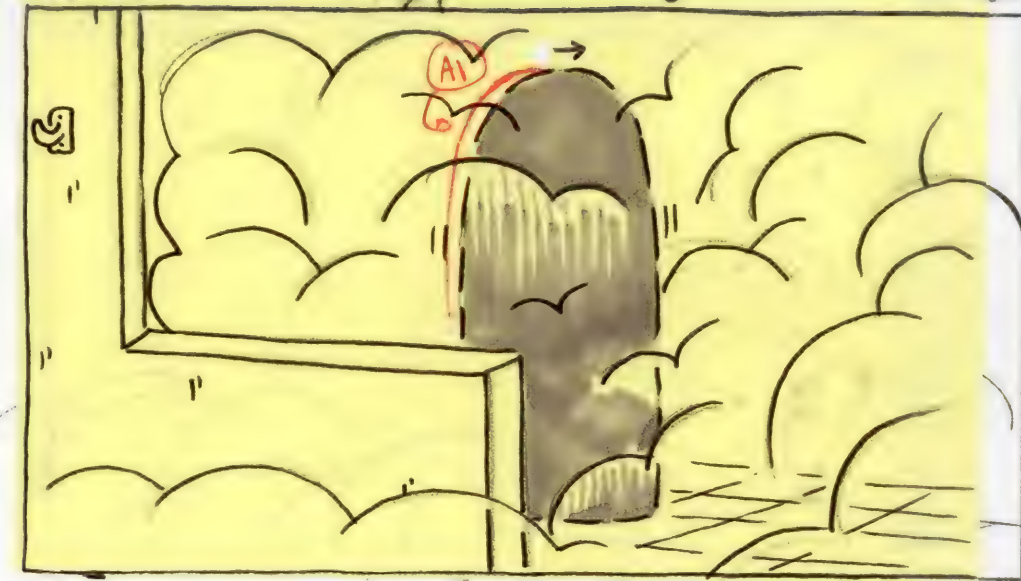


Sc. 108

Pnl. A

Bg.

day night



1034-233

EPISODE #

1034/233

Dialog:

J/ I like your ...SONG?

sfx: (SQUEAKING OF FAUCET, WATER STOPPING)

Action:

JAKE TURNS HIS ARMS TO THE SIDE AND EYES GET WORRIED.

- FAINT SHADOW MOVES SLIGHTLY & SLOWLY, AND THEN GOES STILL.

Timing:

SEP 10 2015

Production :

1034/233

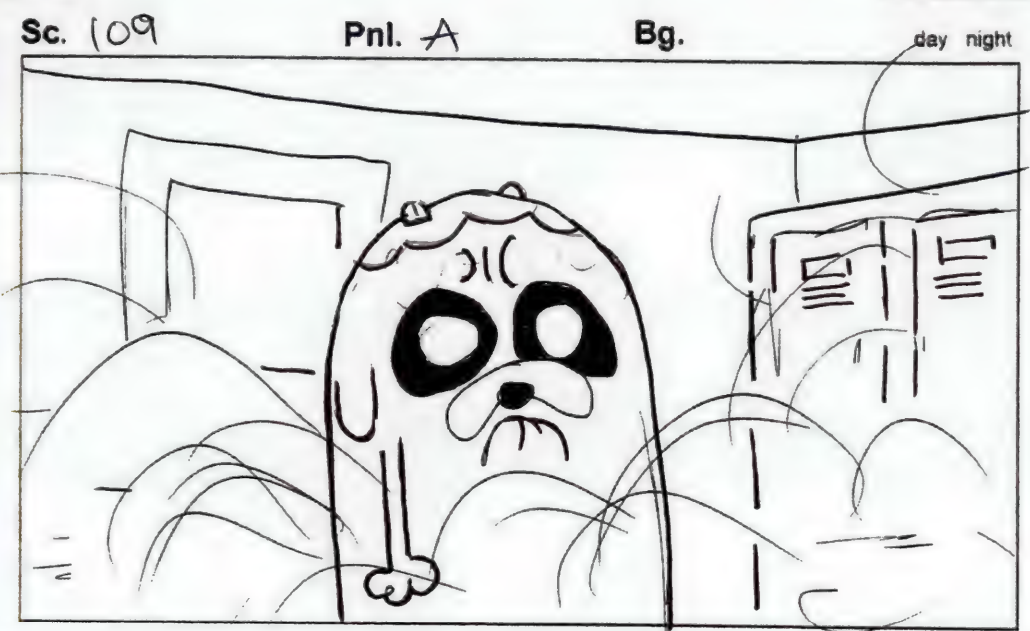
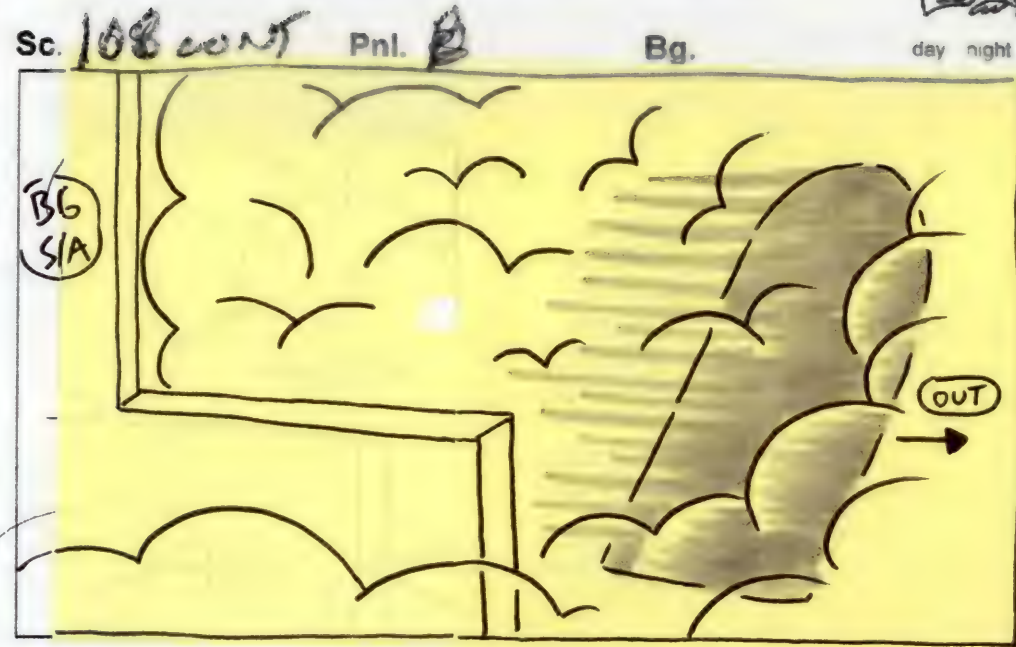
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ADVENTURE TIME



Page 147



Dialog:
Action: SHADOW IN THE STEAM MOVES OFF SCREEN QUICKLY
Timing: SEP 10 2015

EPISODE # 1034-233

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1034/233

1034/233

1034/233

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Page 148

Sc. 109 CONT Pnl. B

Bg.

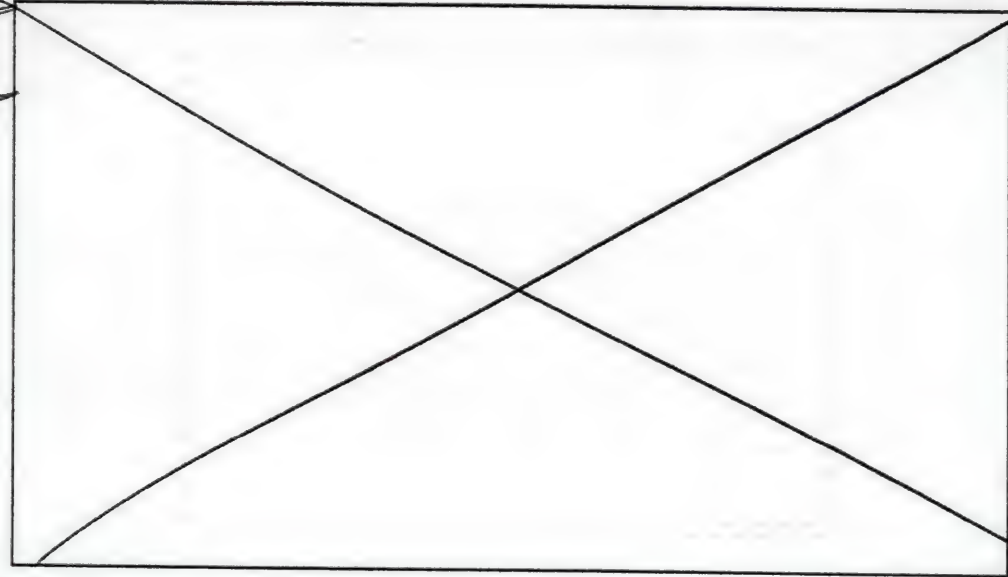
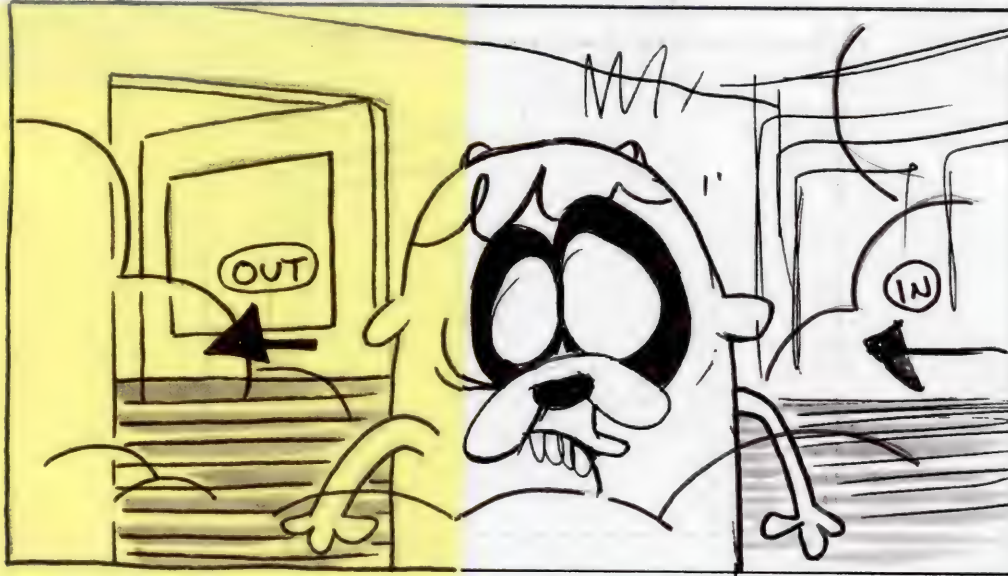
day night

Sc.

Pnl.

Bg.

day night



1034-233

EPISODE #

1034/233

Dialog:

SFX/ DOOR OPENING

Action:

- SHADOW ZIPS PAST JAKE IN THE THICKNESS OF THE STEAM
AND OUT THE DOOR

Timing:

SEP 10 2011

Production :

1034/233

1034/233

ADVENTURE TIME



Page 149

Sc. 109 CONT Pnl. C

Bg.

day night



Sc. 110

Pnl. A

Bg.

day night



1034-233

EPISODE #

1034/233

Dialog:

J/ NOW HOLD ON A SECOND!

Action:

JAKE SPINS BACK AROUND THE RIGHT WAY AND LOOKS AT THE DOOR AS IT CLOSSES

J BURSTS OUT OF THE SHOWER DOOR, STEAM FOLLOWING HIM. WET FOOTPRINTS SHOWN

Timing:

SEP 10 2015



1034.233

ADVENTURE TIME



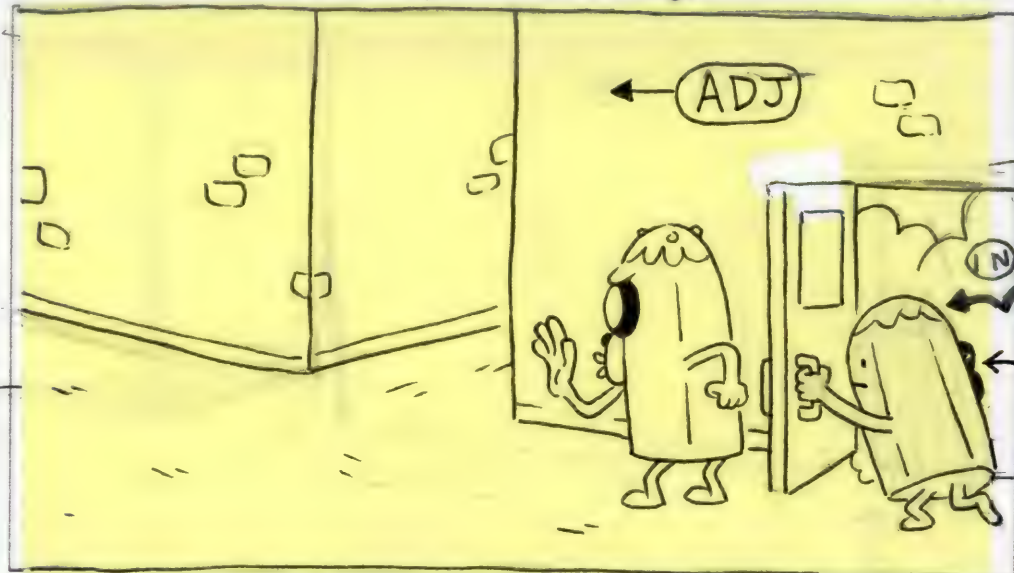
Page 150

Sc. 110 CONT

Pnl. B

Bg.

day night



Sc.

110 CONT

Pnl. C

Bg

day night



Dialog:

DUMMY: [WHISPERS] I
LOVE YOU.

DUMMY

Action:

CAMERA PANS TO THE CORNER WHERE WE SEE A FIGURE ROUND IT
JAKE LOOKS TO IT, ANOTHER HAND GRABS THE SHOWER DOOR HANDLE

J TURNS TO SEE ANOTHER FIGURE GO BACK INTO THE SHOWER AND
CLOSING THE DOOR ON HIM

Timing:

SEP 10 2015

EPISODE #

1034-233

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1034/233

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Page 151

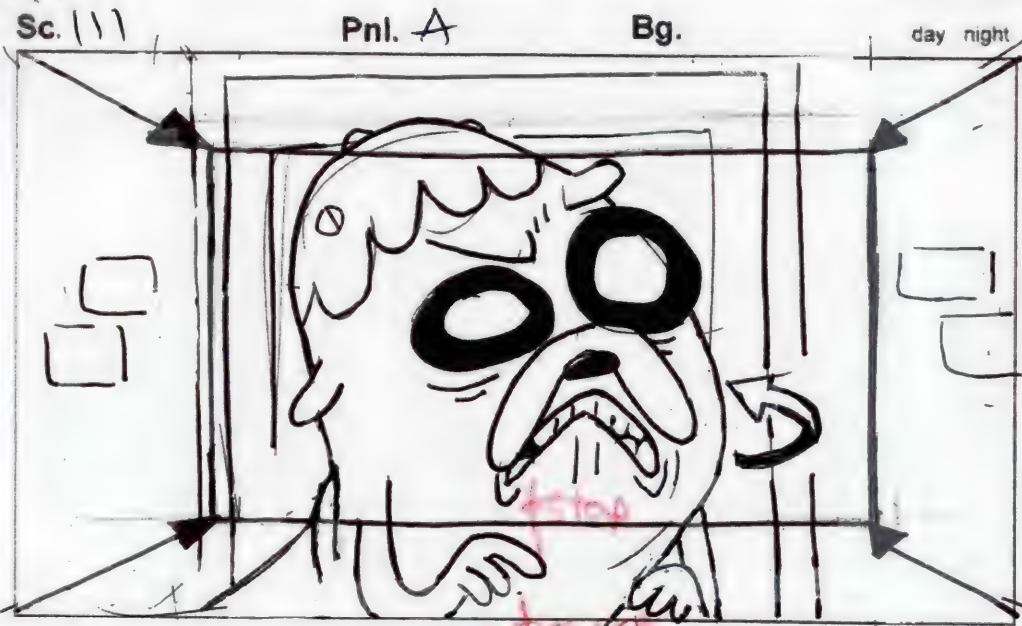
1034-233

1034/233

EPISODE #

Production

1034-233



Dialog:	J/ GET OUT HERE RIGHT NOW, YOU-	???/ ANOTHER HORSE NEIGH FROM OFF SCREEN!
Action:	SFX/ DOOR CLOSING AND LOCKS	- J WHIPS AROUND TO THE CAMERA AS THE NEIGH HAPPENS AGAIN - CAM. ZOOM IN ON J.
Timing:	DOOR CLOSING COMPLETELY AND A LOCK IS HEARD	SEP 10 2015



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Sc. 112

Pnl. A

day night

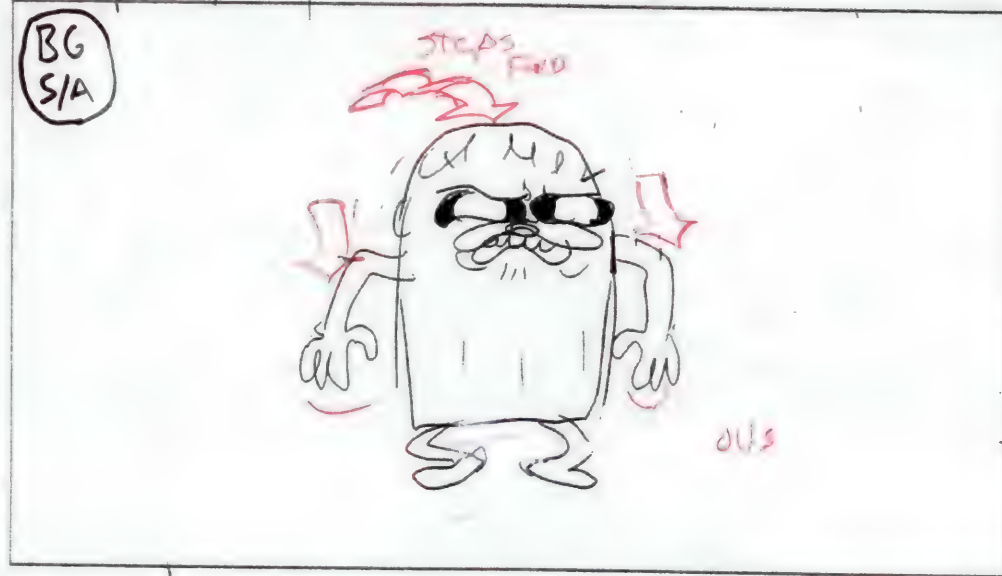


Sc. 112 CONT, Pnl. B

Bg.

day night

BG
S/A



Dialog: (J) 'RRRRRAAH!'

(J) "SOME KIND OF CONSPIRACY IS AFOOT!"

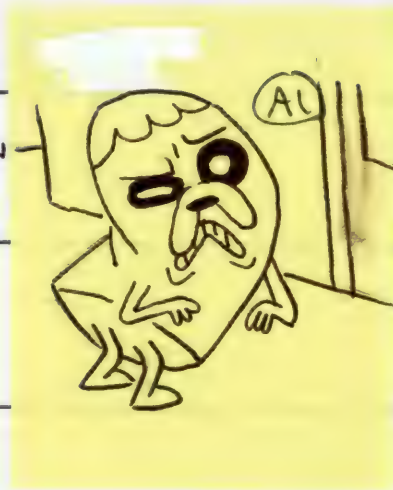
Action:

J PUTS HIS HAND TO HIS HEAD IN FRUSTRATION
AND FEAR.

Timing:

J TAKES A STEP FORWARD AND PUTS HIS ARM DOWN

SEP 10 2015



1034-233

EPISODE #

1034/233

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1034/233

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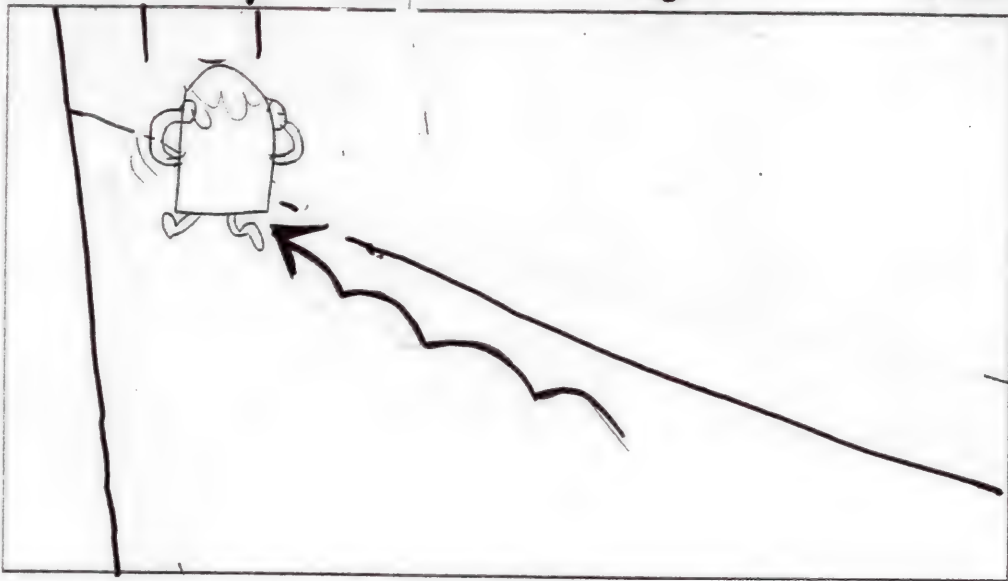


Sc. 112 *CONT*

Pnl. C

Bg.

day night



Sc. 113

Pnl. A

Bg.

day night



1034-233

EPISODE #

1034/233

Dialog:

⑤ "But How Deep Does THIS
RABBIT HOLE GOOOOOOOOOOOO --

SFX: OFFICE SOUNDS. MURMURING.

JAKE (MUFFLED) OOOOOO

Action:

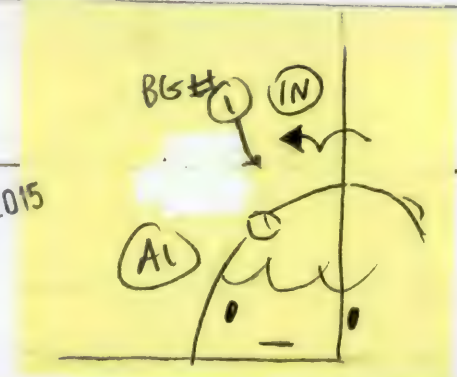
- J TURNS AROUND AND RUNS THE OPPOSITE WAY,
HANDS BACK ON THE SIDES OF HIS
HEAD

BGS ARE WALKING AROUND CARRYING STUFF
F IS LOOKING AROUND AT THE BGS, LOOKING OUT FOR
ANYTHING FISHY
WE SEE J RUN BY THE BIG OFFICE WINDOW

Timing:



SEP 10 2015



1034/233

ADVENTURE TIME

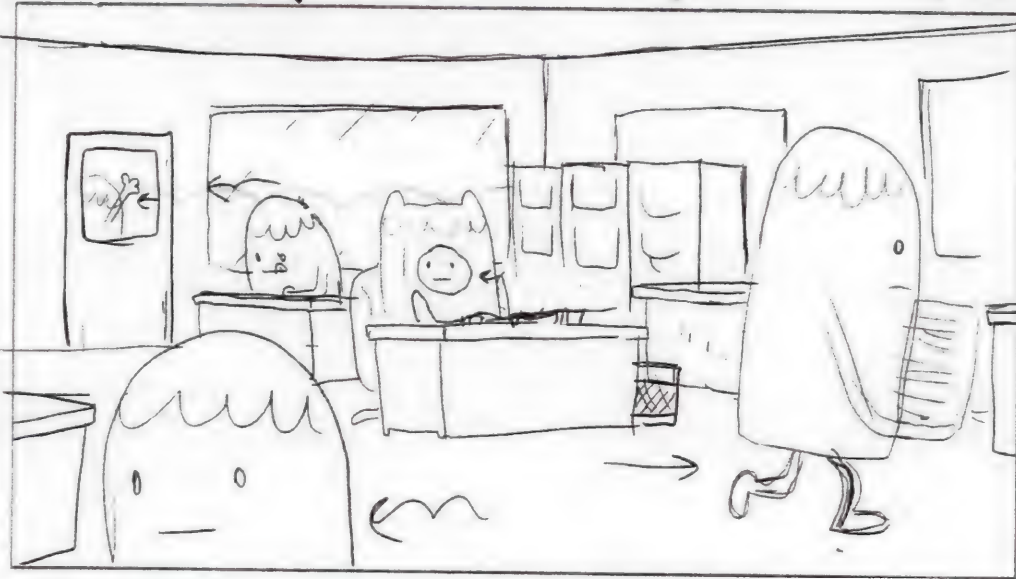


Page 154

Sc. 113 *cont* Pnl. B

Bg.

day night

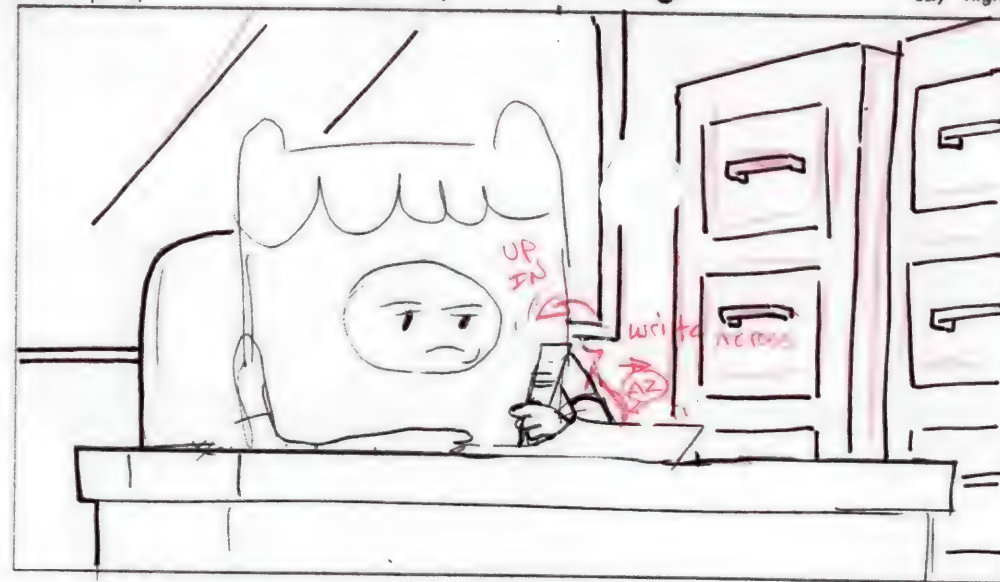


Sc. 114

Pnl. A

Bg.

day night



Dialog:

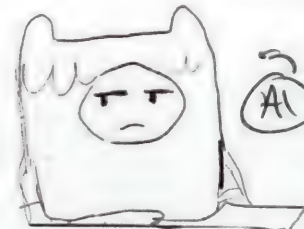
Jake's muffled
yelling out



Action:

BGs walk out

Finn looks about



SFX: * SKRITCH *

FINN GETS BORED, PICKS UP
PENCIL AND BEINGS
DOODLING

Timing:

SEP 1 0 2015

EPISODE # 1034-233

Production

1034/233

1034/233

1034/233

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ADVENTURE TIME



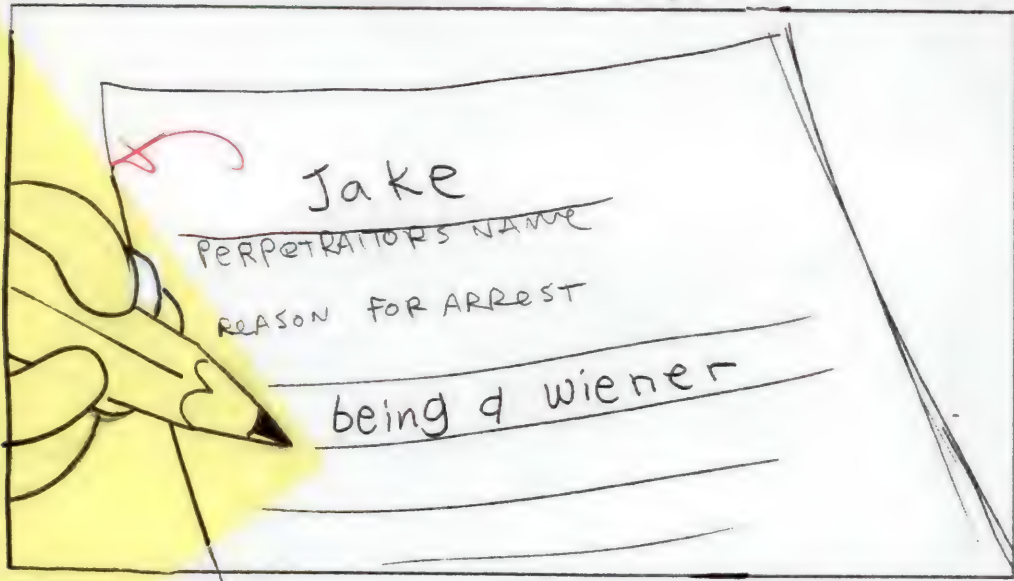
Page 155

Sc. 115

Pnl. A

Bg.

day night

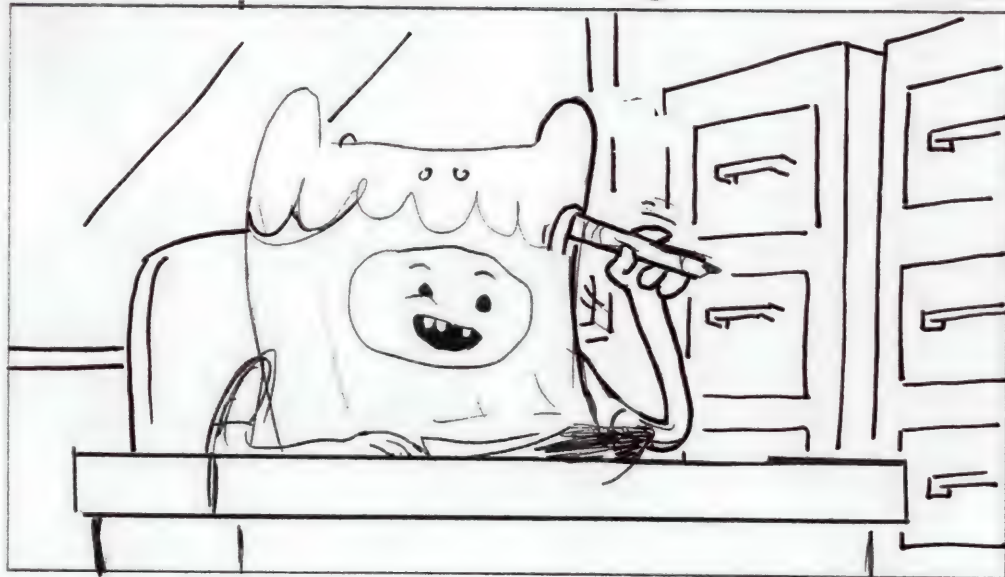


Sc. 116

Pnl. A

Bg.

day night



Dialog:

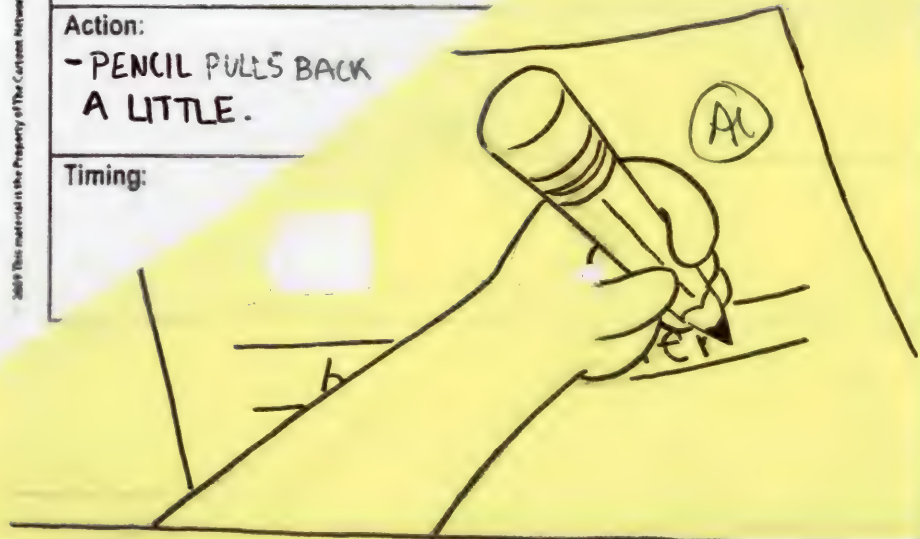
F/ HEH HEH HEH....

SEP 10 2015

Action:

- PENCIL PULLS BACK A LITTLE.

Timing:



- RUBS ERASER OF PENCIL ON HEAD AS HE LOOKS OVER THE PAPER



CYCLE: A1 A2



Production

1034-233

1034/233

1034/233

1034/233

ADVENTURE TIME



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Sc. 116 cont Pnl. B Bg. day night

BG
SIA

Sc. Pnl. Bg. day night

Dialog:
Action: F SNAPS BACK TO ATTENTION!
Timing: SEP 1 0 2015

EPISODE # 1034-233

Production :

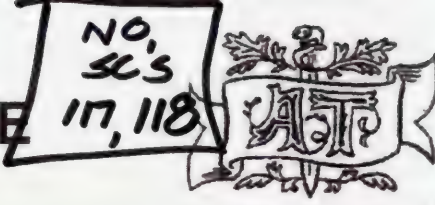
1034/233

1034/233

1034/233

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ADVENTURE TIME



Page 157

Sc. 116 cont

Pnl.

Bg.

day night

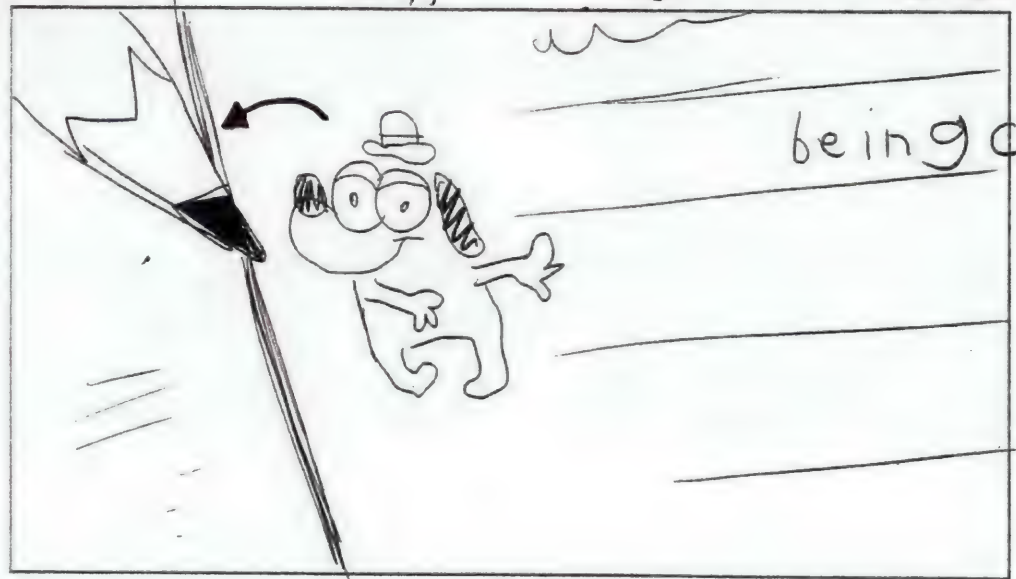


Sc. 119

Pnl. A

Bg.

day night



Dialog:

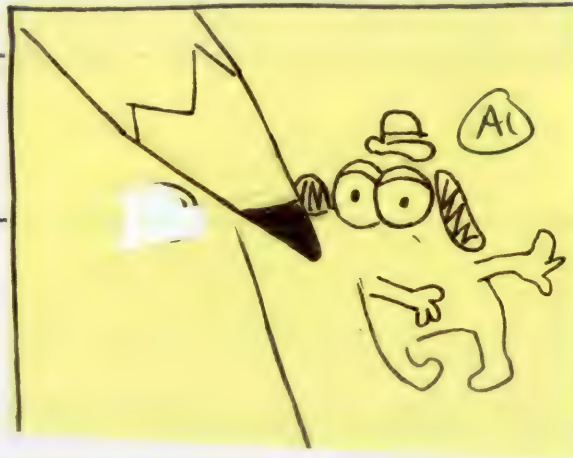
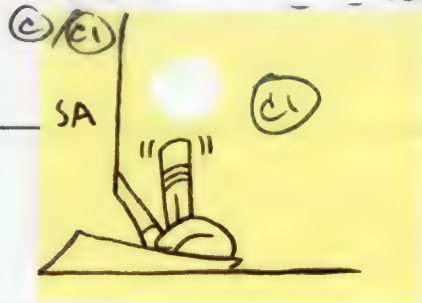
Action:

F LOOKS BACK DOWN TO PAPER, PENCIL STARTS GOING BACK AND FORTH

F FINISHES A LINE ON CRUDE DOG DRAWING

Timing:

CYCLE: 1



Production

EPISODE #

1034-233

1034/233

1034/233

ADVENTURE TIME

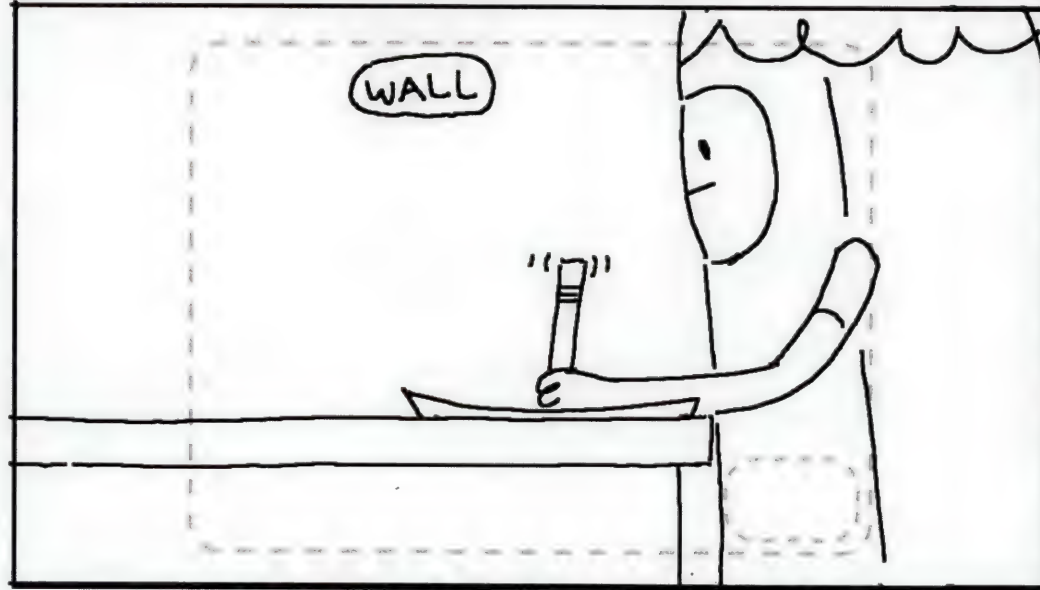


Sc. 120

Pnl. A

Bg.

day night

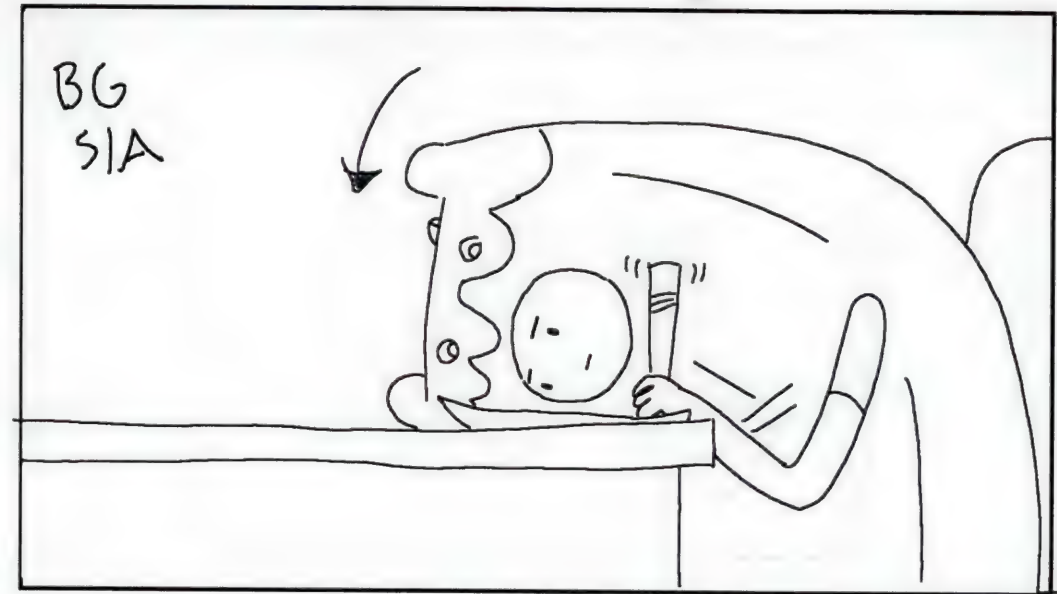


Sc. 120

cont Pnl. B

Bg.

day night



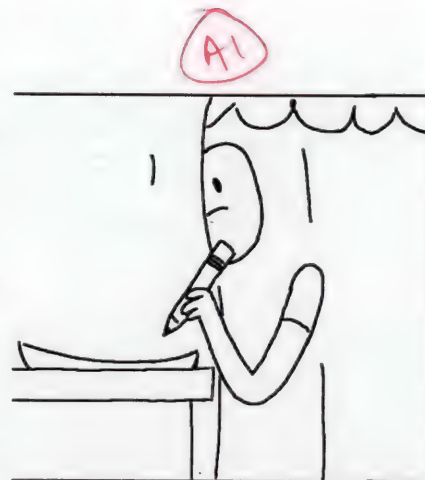
Dialog:

SFX: * SKETCHING *

Action:

- FINN CONTIUES DOODLING

Timing:



- FINN LAYS HIS HEAD DOWN

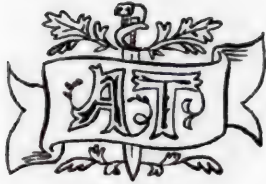
SEP 10 2015

EPISODE #

1034/233

Production:

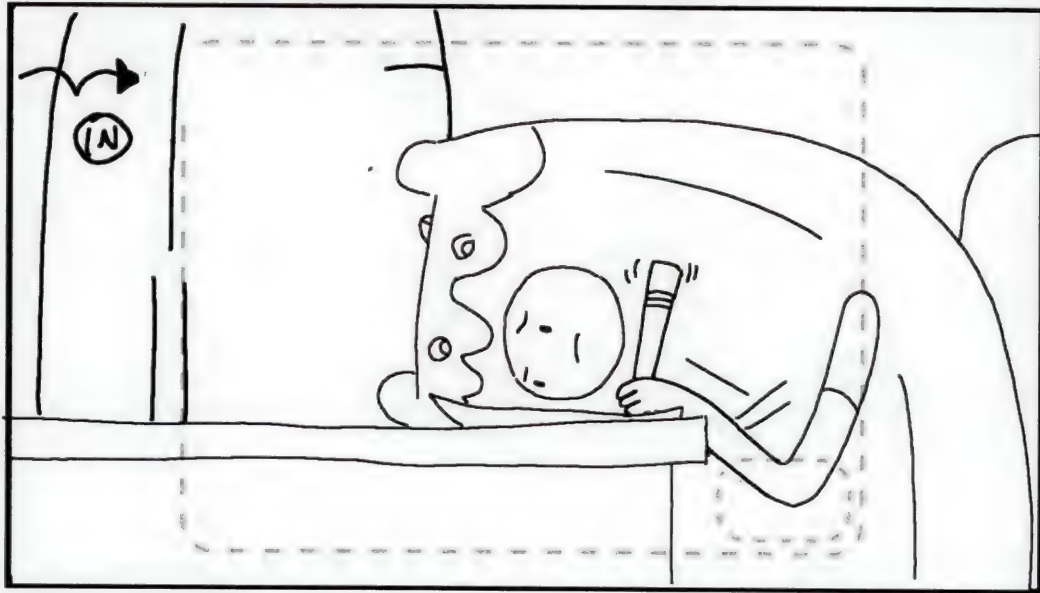
ADVENTURE TIME



Sc. 120 *cont* Pnl. C

Bg.

day night



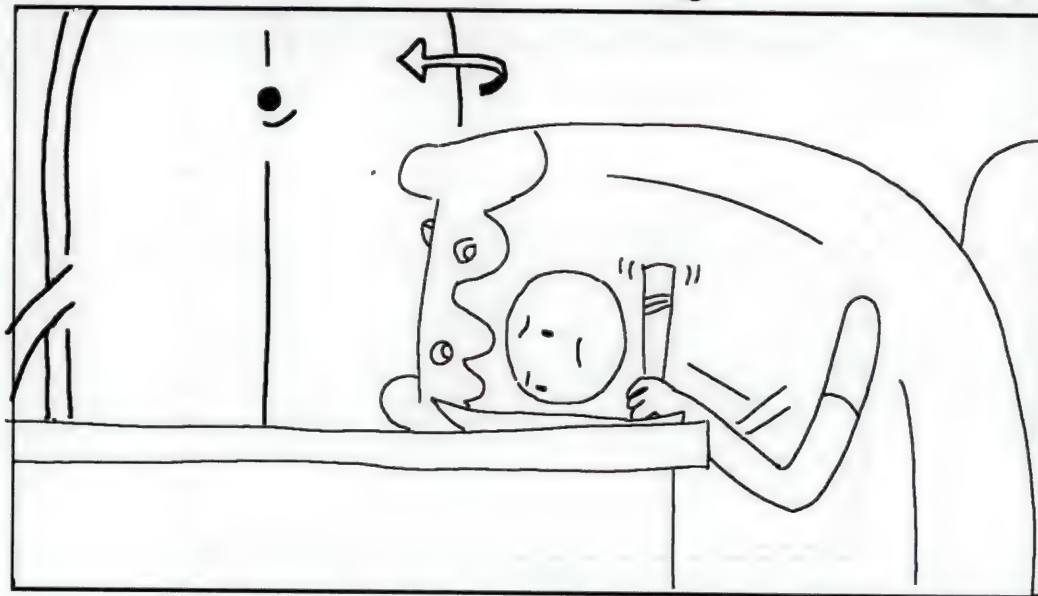
Sc. 120 *cont* Pnl. D

Bg.

Page

159

NO PG 160
day night



Dialog:

Action:

- A BG WALKS IN THE SHOT

BG STOPS AND TURNS, NOTICING
FINN AND THE DRAWING.
PENCIL GOING BACK AND FORTH

Timing:

SEP 10 2015

EPISODE #

1034/233

Production:

1034/233

1034/233

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ADVENTURE TIME

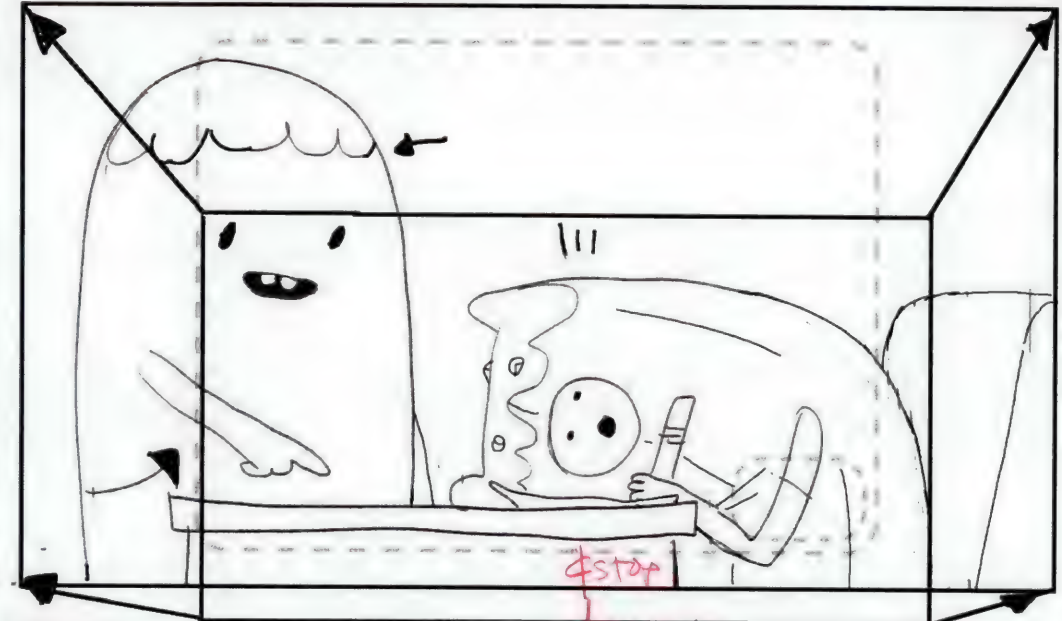


Page 161
day night

Sc. 120 *cont* Pnl. E

Bg.

day night



Dialog:

BANANA GUARD #16 : HEY MAN, THAT'S NOT BAD!

*Draw
Truck
out*

Action:

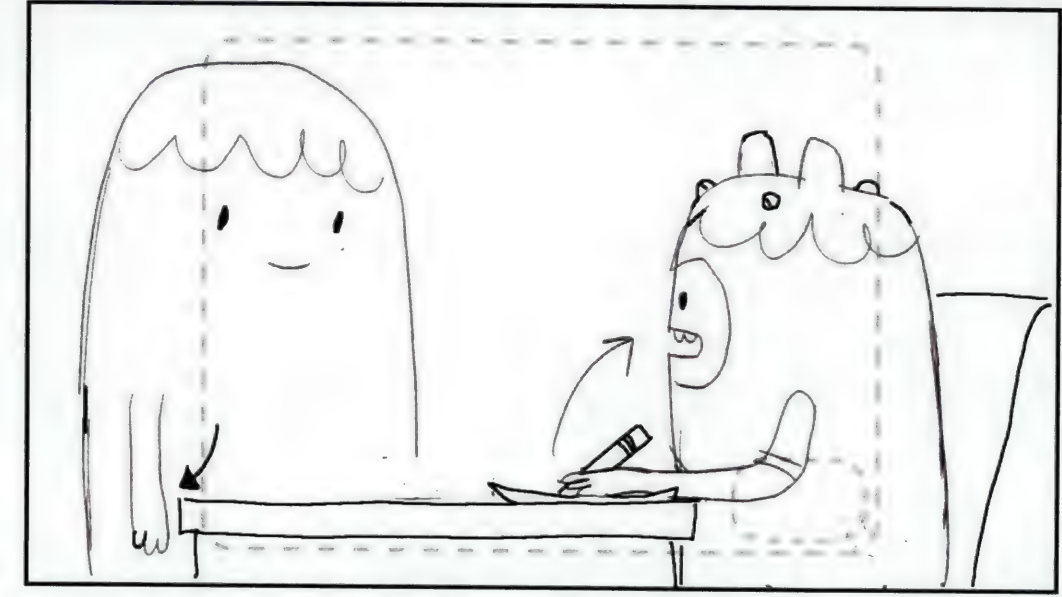
CAMERA PANS TO SHOW REGULAR LOOKIN BG, POINTS TO FINN'S DRAWING. FINN NOTICES HIM!

Timing:

Sc. 120 *cont* Pnl. F

Bg.

day night



F BRINGS HEAD OFF DESK TO LOOK AT BG.

SEP 10 2015

EPISODE #

Production:

1034/233

1034/233

ADVENTURE TIME

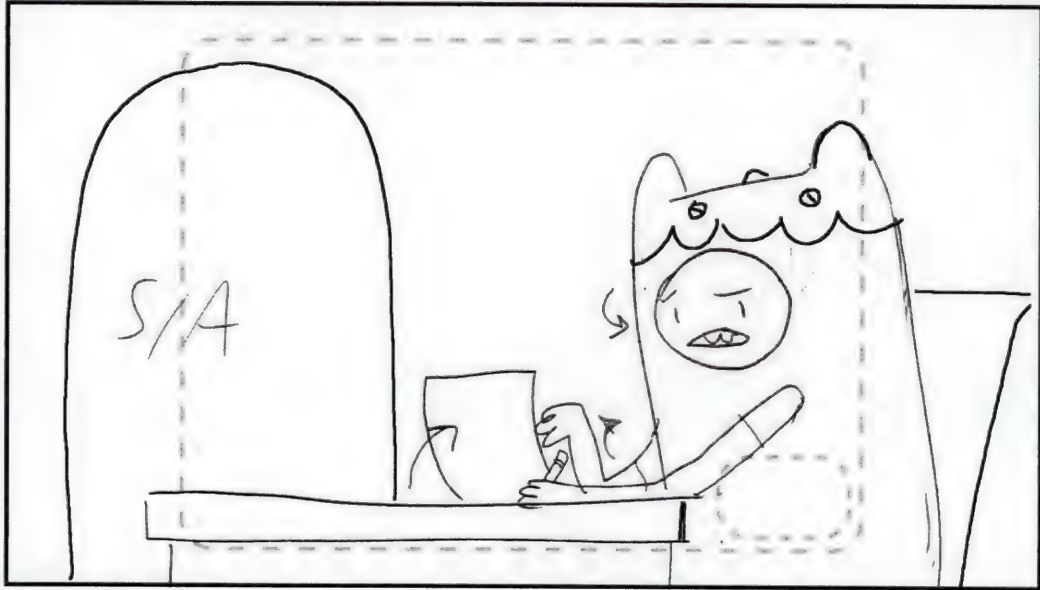


Page 162

Sc. 120 *CONT* Pnl. G

Bg.

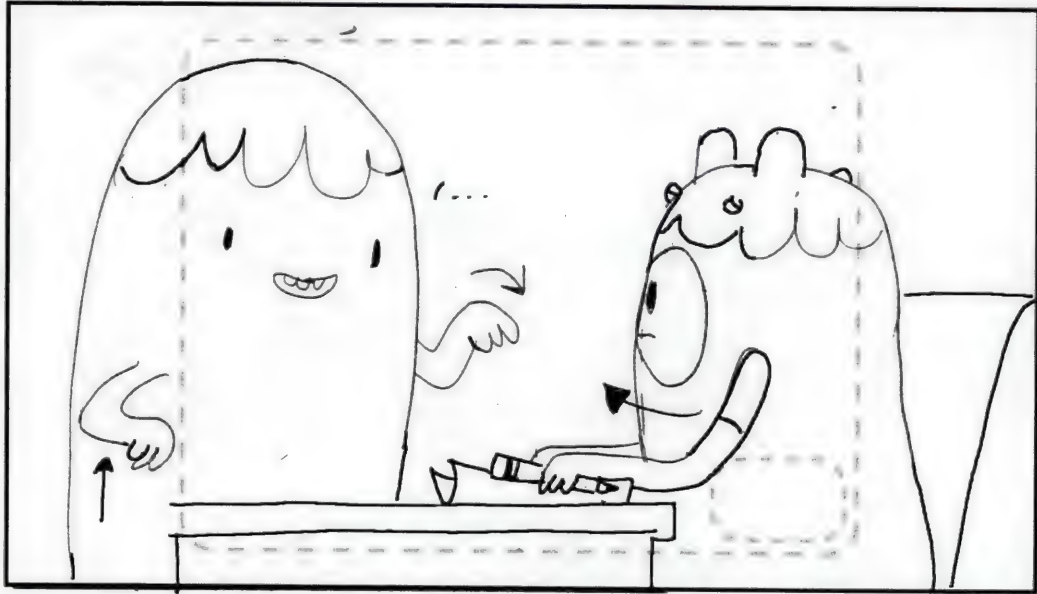
day night



Sc. 120 *CONT* Pnl. H

Bg.

day night



Dialog:

E/ IT'S NOT THAT GREAT.

BG #16: NO, IT'S GOOD, MAN.

Action:

F BRINGS UP THE PAPER A BIT TO CRITICIZE IT

PAPER GOES DOWN, FINN LOOKS AT BG. BG'S HAND COMES UP AND HIS HAND FLIPS DOWN TO DISMISS FINN'S LAST COMMENT

Timing:



EPISODE #

Production:

1034/233

1034/233

1034/233

ADVENTURE TIME

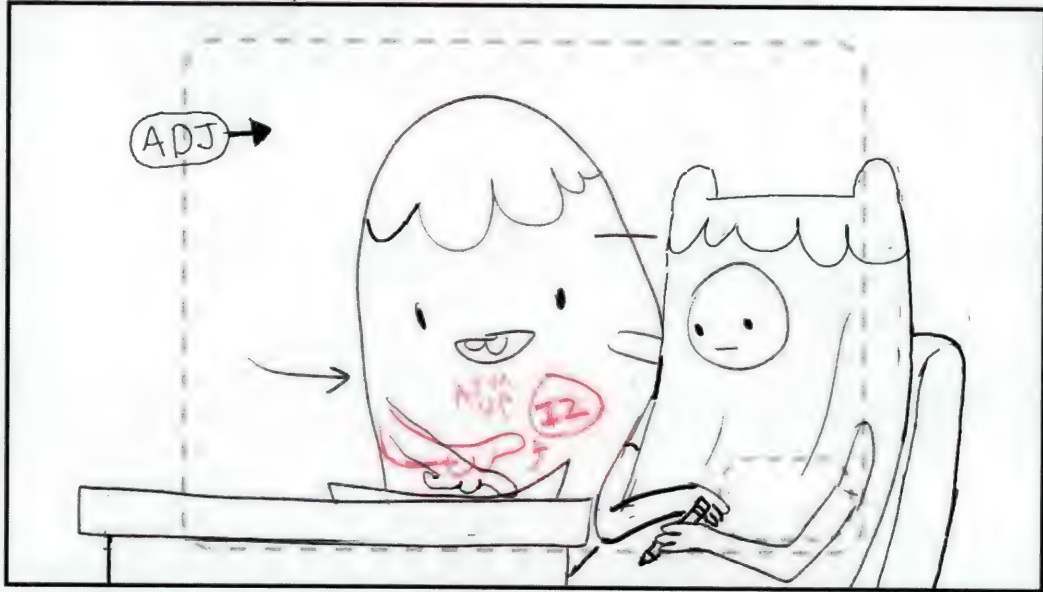


Page 163

Sc. 120 *cont* Pnl. I

Bg.

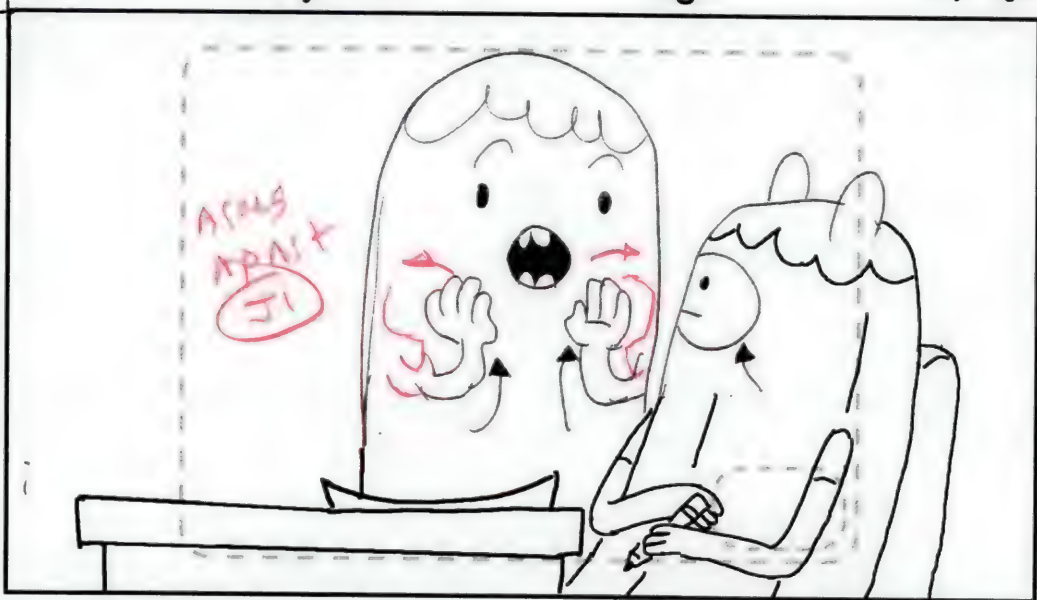
day night



Sc. 120 *cont* Pnl. J

Bg.

day night



Dialog:

BG #16: MAYBE THO, ADD SOME SHADING AROUND WHERE THE HEAD SHADOWS THE NECK. MAKE SURE IT'S OBVIOUS WHERE THE LIGHT SOURCE IS COMING FROM.

BG #16:

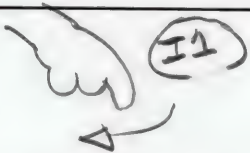
IT'LL HELP GIVE THE DRAWING VOLUME AND DEPTH.

Action:

- BG COMES IN CLOSER TO POINT OUT ON THE PAPER. FINN MOVES BACK IN CHAIR TO ALLOW HIM TO.

- BG MAKES HIS HAND LOOK LIKE HE'S HOLDING A SPHERE, F LOOKS UP AT IT AND HIM

Timing:



SEP 10 2015

EPISODE #

Production:

1034/233

1034/233

ADVENTURE TIME



Sc. 120 *cont* Pnl. K

Bg.

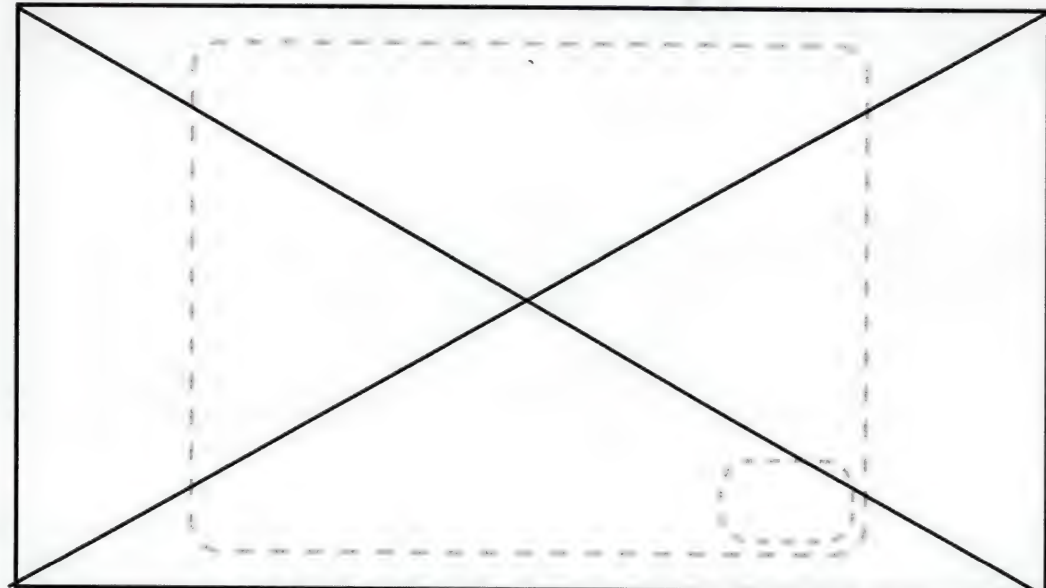
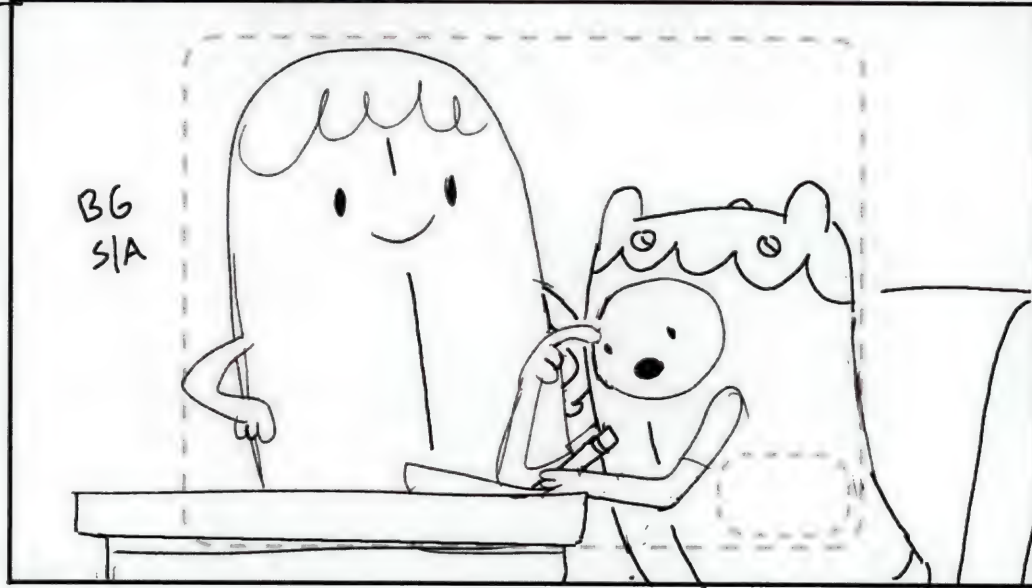
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: - BG STANDS BACK A BIT PUTS HANDS ON SIDES,
F LEANS IN AGAIN TO LOOK AT DRAWING
- BG SMILES WIDELY IN RESPONSE.
FINN LOOKS AT SMILE.

Timing:

SEP 10 2015

EPISODE #

Production:

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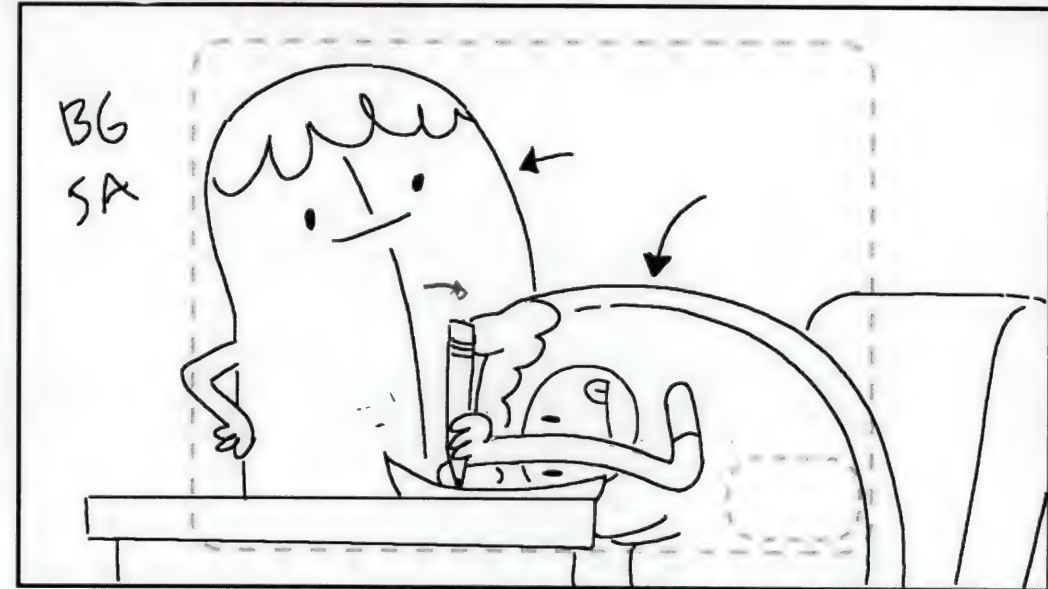
1034/233

ADVENTURE TIME

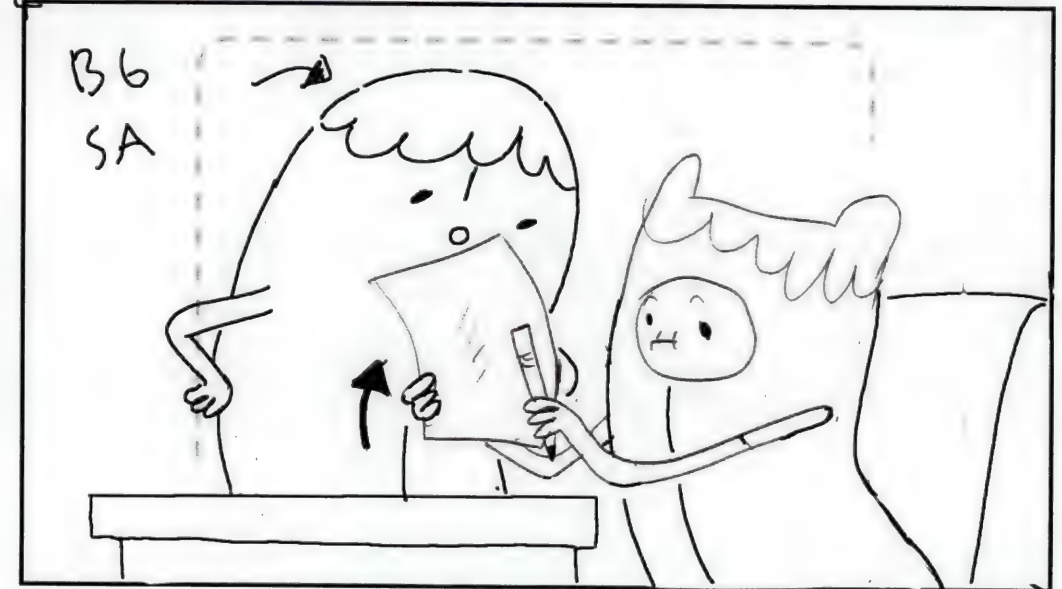


Page 165

Sc. 120 CONT Pnl. L Bg. day night



Sc. 120 CONT Pnl. M Bg. day night



Dialog:

SFX/ SCRIBBLING

Action: F QUICKLY LEANS DOWN, PENCIL GOES BACK AND FORTH REAL QUICK. BG TILTS HEAD SLIGHTLY TO WATCH HIM WORK

F BRINGS UP THE PAPER TO REVIEW. BG TILTS HEAD OTHER WAY TO SEE IT

Timing:

SEP 10 2015



EPISODE #

1034/233

Production:

1034/233

ADVENTURE TIME



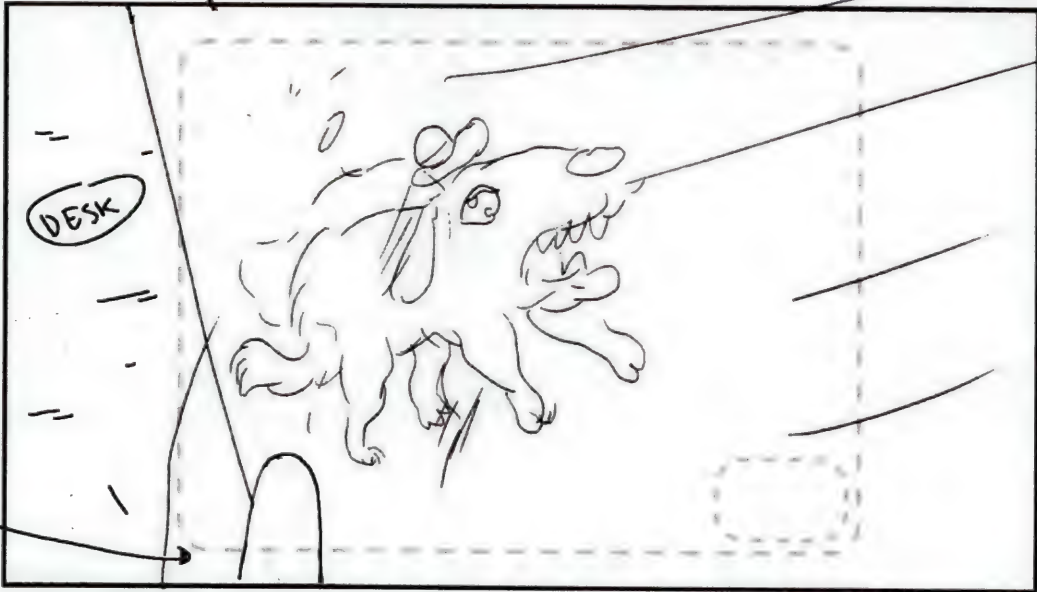
Page 166

Sc. 121

Pnl. A

Bg.

day night

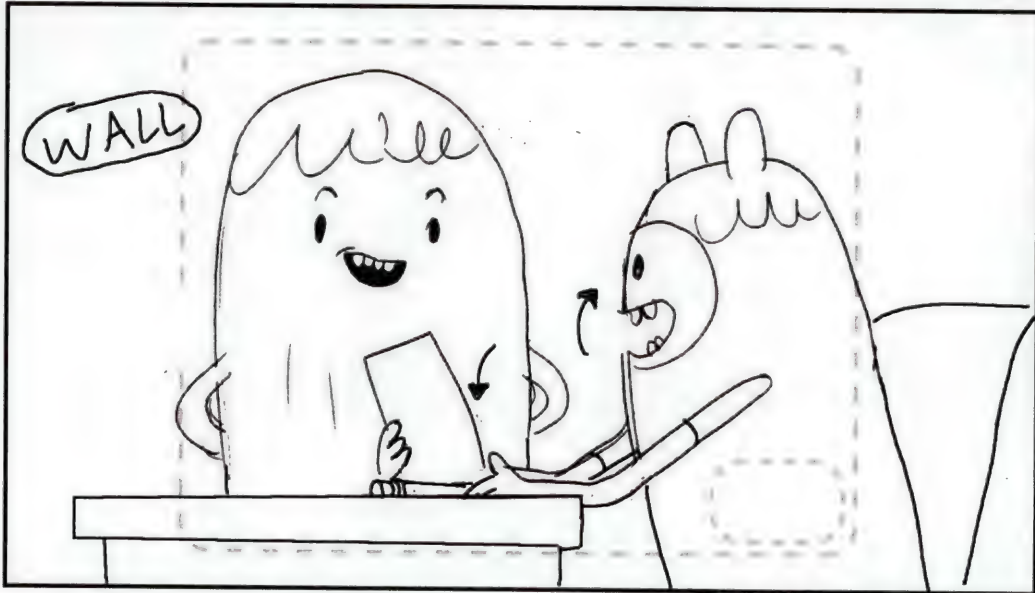


Sc. 122

Pnl. A

Bg.

day night



Dialog:

F/ woah!

Action:

- REALISTIC RENDERING
OF A CANINE.

F MOVES THE PAPER DOWN AND LOOKS TOWARDS BG
BG LEANS BACK TO REGULAR POSITION.

Timing:



EPISODE #

Production:

1034/233

1034/233

1034/233

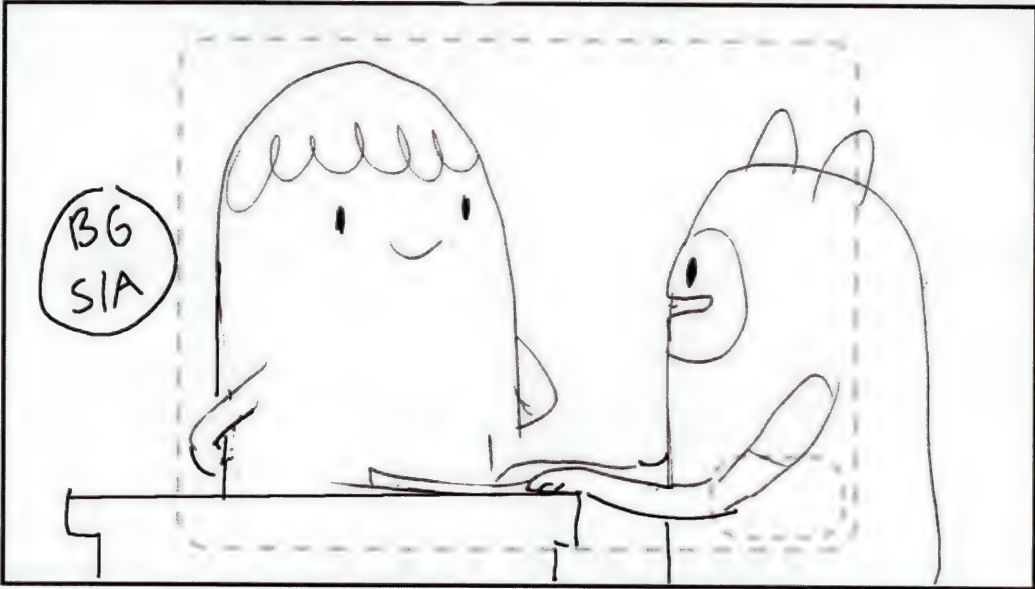
ADVENTURE TIME



Page 167

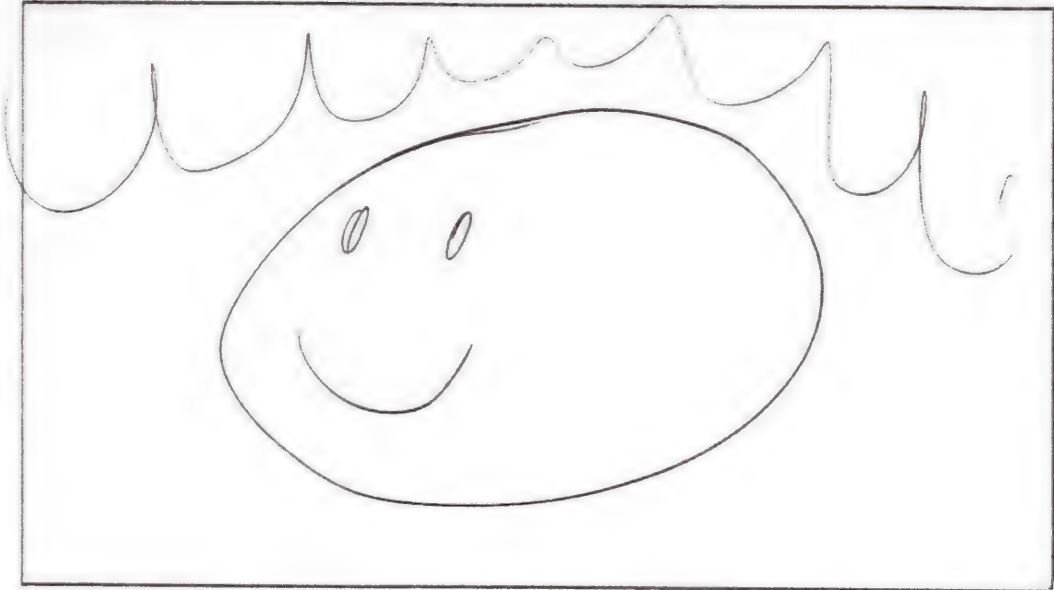
Sc. 122 cont Pnl. B Bg.

day night



Sc. 123 Pnl. A Bg.

day night



Dialog:

F/ YOU'RE REALLY GOOD AT
ART, MAN...

Action:

BOTH SMILE AT EACH OTHER

Timing:

SEP 1 0 2015

EPISODE #

Production:

1034/233

1034/233

1034/233



Sc. 123 CONT B

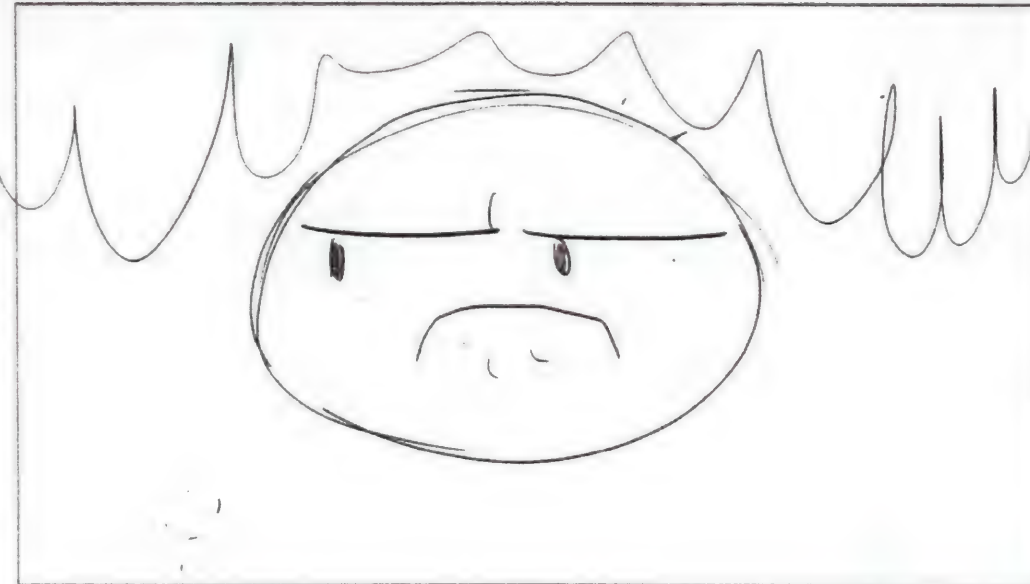
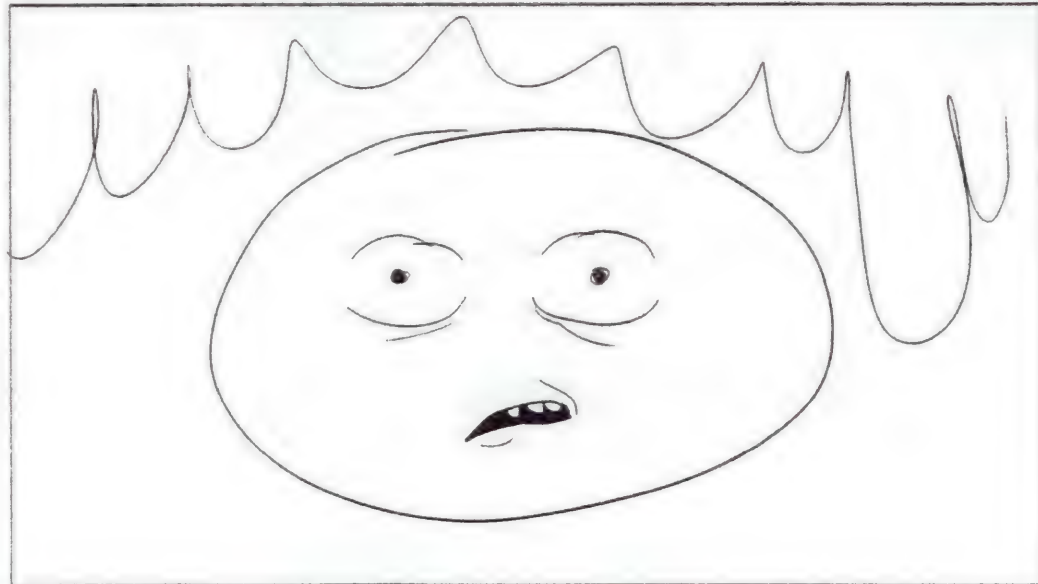
By.

day night

Sc. 123 CONT Pnl. C

Bg.

day night



Dialog:

(VO)
F/ (THINKING) ART.... ART
COULD THIS Be...

Action:

F'S FACE COMES BACK TO MIDDLE TO GET WIDE EYED

Timing:

(CL)



F/(THINKING)
(VO)
The guy?!?!
Gotcha!

SEP 10 2015

EPISODE #

Production

1034-233

1034/233

1034/233

ADVENTURE TIME



Page 169

Sc. 124

Pnl. A

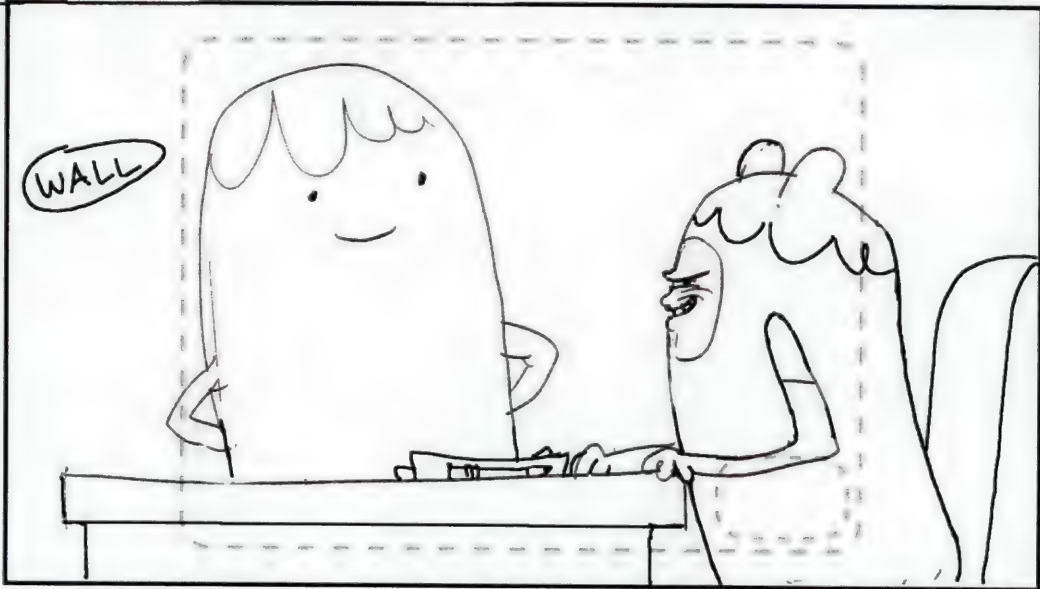
Bg.

day night

Sc. 124 *cont* Pnl. B

Bg.

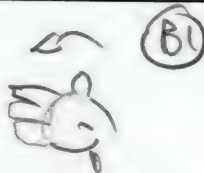
day night



Dialog:

o o o

BG#16: "WELL, BYE"



Action:

- BEAT, FINN HAS SNEAKY
LOOK ON HIS FACE

- BG WAVES AS HE LEAVES RIGHT. FINN SNAPS OUT OF IT

Timing:

SEP 1 0 2015

EPISODE #

Production:

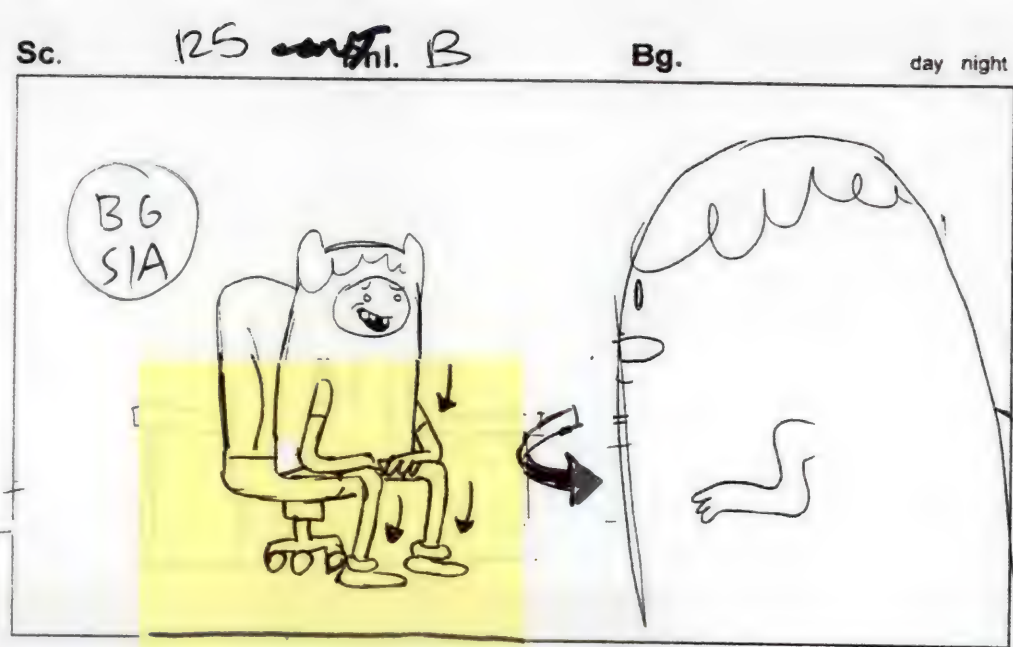
1034/233

1034/233

1034/233

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1034/233



Dialog:

F/ OH OH UH UH WAIT A MINUTE... MISTER?

BG #16 / BANANA GUARD #16

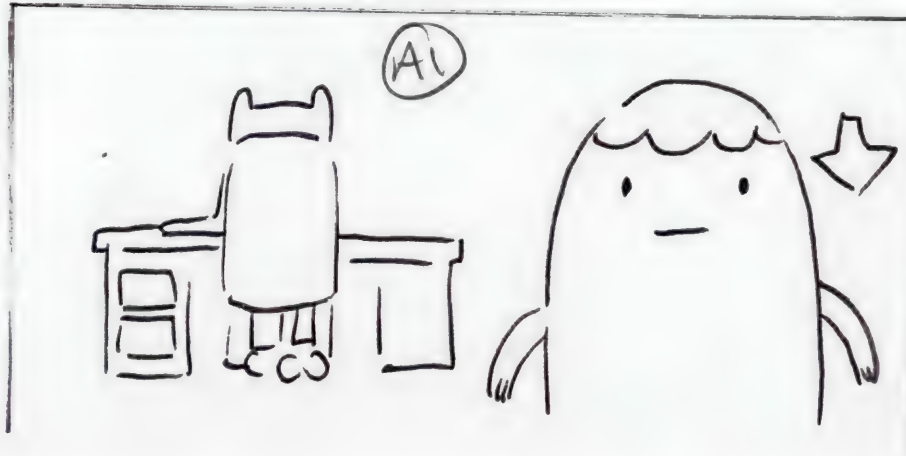
F/ YOU SURE KNOW A LOT ABOUT ART AND STUFF...

Action:

BG WALKS BUT STOPS.
F SPINS IN CHAIR, FEET AND HANDS UP

F SETS HIS FEET AND ARMS DOWN, RESTING ON LAP.
BG TURNS AROUND TO LOOK AT FINN

Timing:



SEP 10 2015

EPISODE #

1034-233

Production :

pg. 170

1034/233

1034/233

ADVENTURE TIME



Page 171

Sc. 126

Pnl. A

Bg.

day night



Sc. 127

Pnl. A

Bg.

day night



Dialog:

BG/ YEEAHHH...
#16

E/ DO YOU HAVE SOME ART OF YOUR OWN I
COULD LOOK OFF OF AND GET, UH



BG LEANS BACK A
BIT WHILE HE SAYS THIS (SLOW)

AZ



F FIDGETS IN SEAT, RAISES HAND TO HEAD AND OTHER
HAND UP

SEP 10 2015



1034-233

EPISODE #

1034/233

1034/233

1034/233

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ADVENTURE TIME



Page 172

Sc. 127 *cont* Pnl. B

Bg.

day night

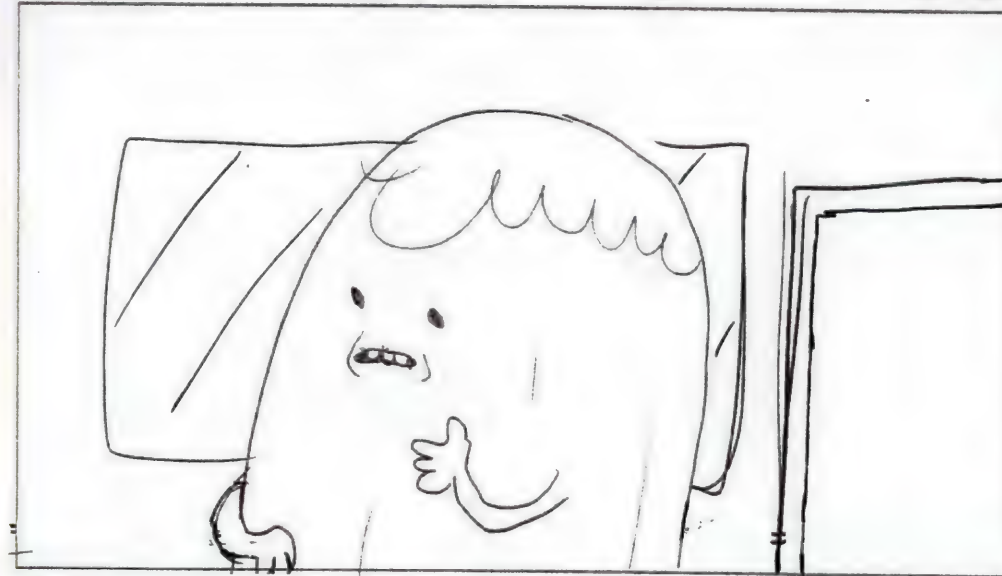


Sc. 128

Pnl. A

Bg.

day night



Dialog:

E/ I DON'T KNOW....UH INSPIRATION FROM?

BG/ INSPIRATION.....

#16

Action:

F CROSSES LEGS, RESTS RIGHT ARM ON THEM, TRIES TO LOOK CASUAL.

-BG #16

PUTS HAND ON CHIN(?) AREA, SOFTLY TALKING TO HIMSELF.

Timing:



SEP 10 2015



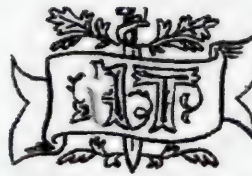
EPISODE # 1034-233

1034/233

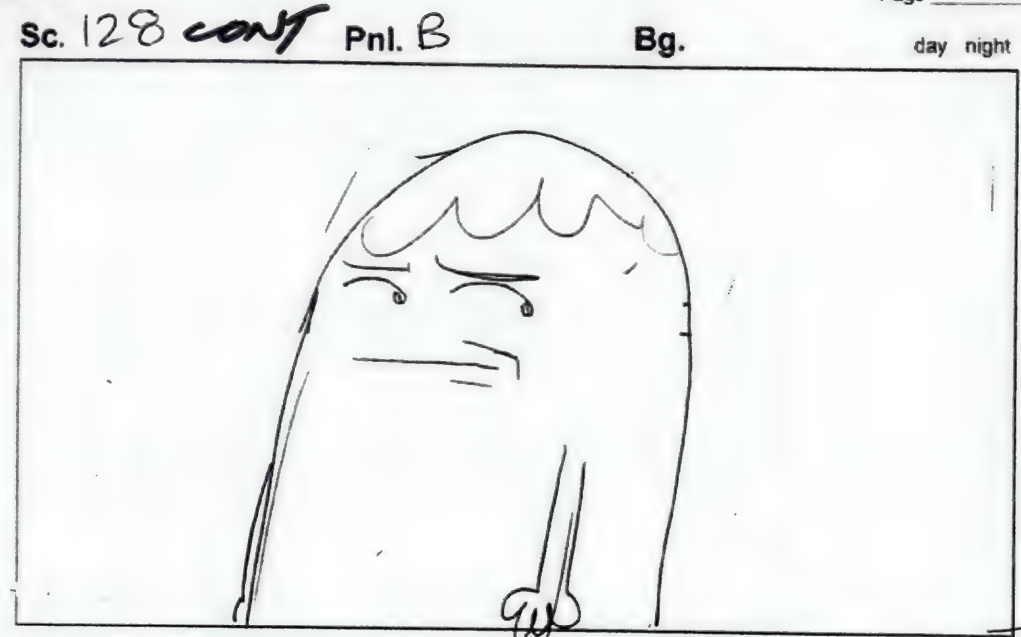
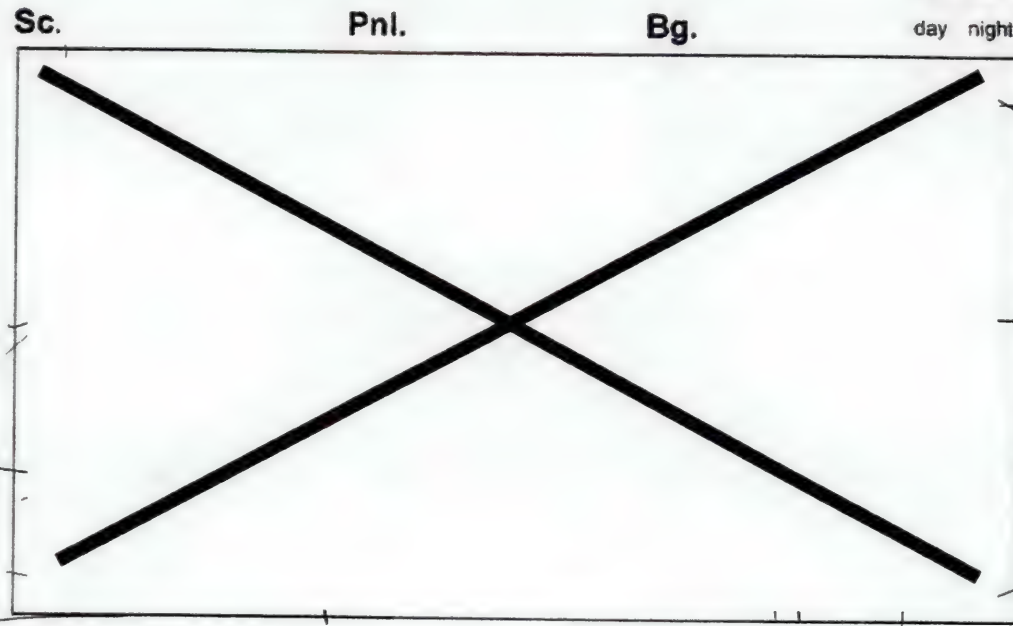
1034/233

1034/233

ADVENTURE TIME



Page 173



Dialog:	<u>BG #16</u> : "HMM"
Action:	- BG#16 LOOKS AWAY FROM FINN,
Timing:	SEP 10 2015

EPISODE # 1034-233

Production :

1034/233

1034/233

1034/233

ADVENTURE TIME

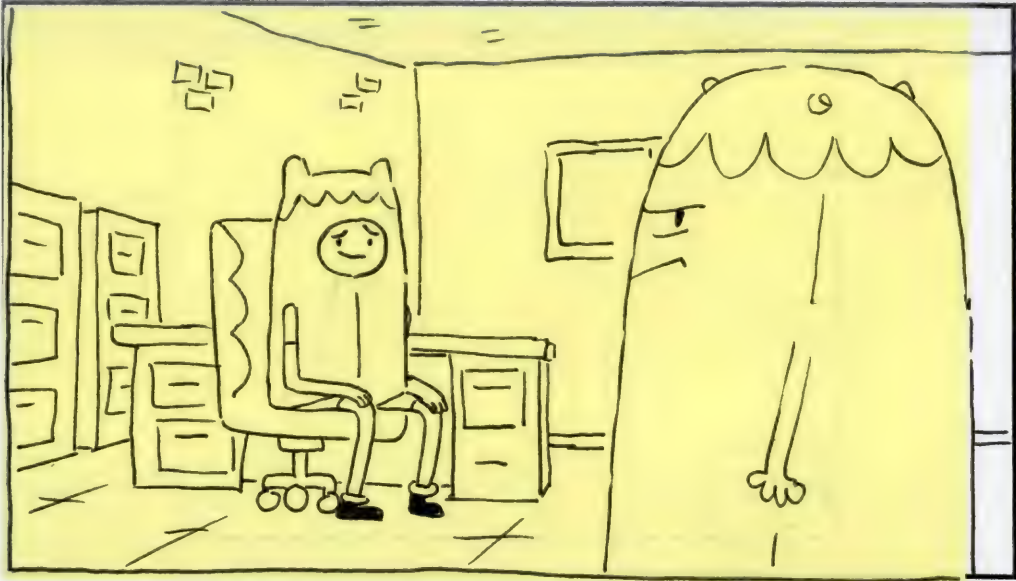


Sc. 129

Pnl. A

Bg.

day night



Sc. 129 cont. Pnl. B

Bg.

Page 174
174A NEXT
day night



Dialog:

BG: FOLLOW ME

Action:

BG TURNS AND MOTIONS WITH ARM,
F PUTS LEGS ON CHAIR AND SHAKES HIS FISTS
WITH DELIGHT

Timing:

SEP 10 2015

EPISODE #

Production:

ADVENTURE TIME



Page 174A
 day night 175 NEXT

Sc. 120 CONT Pnl. C

Bg.

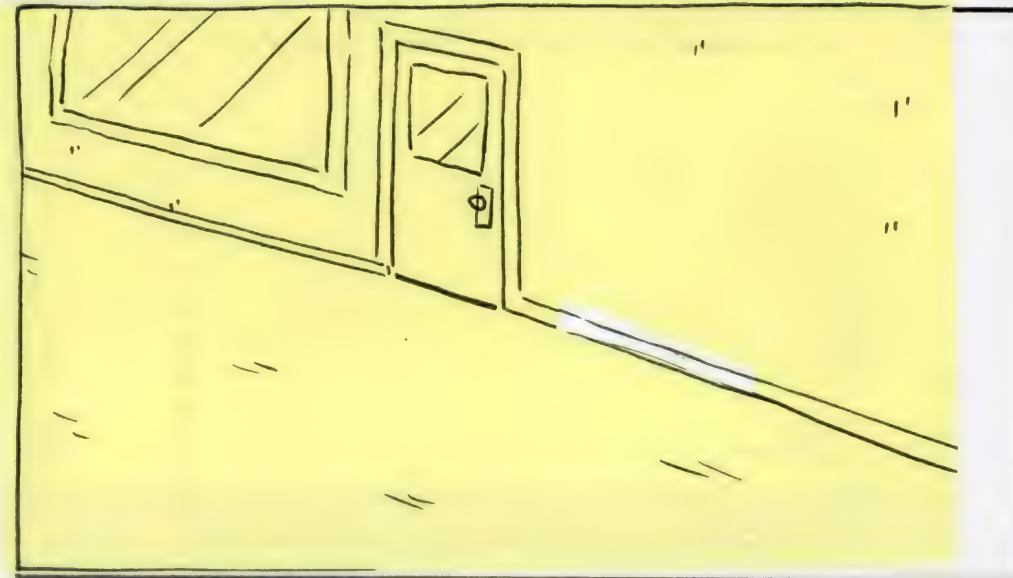
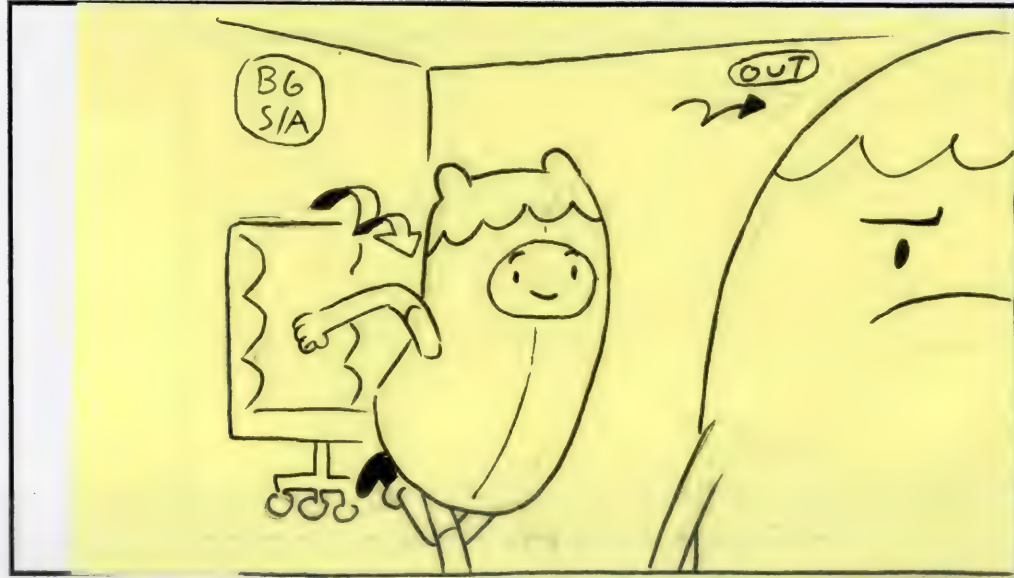
day night

Sc. 130

Pnl. A

Bg.

day night



Dialog:

Action:

BG TURNS HEAD AND CONTINUES OUT OF FRAME,
 FINN HOPS OUT OF SEAT AND FOLLOWS.

Timing:

SEP 1 0 2015

EPISODE #

Production:

1034/233

1034/233

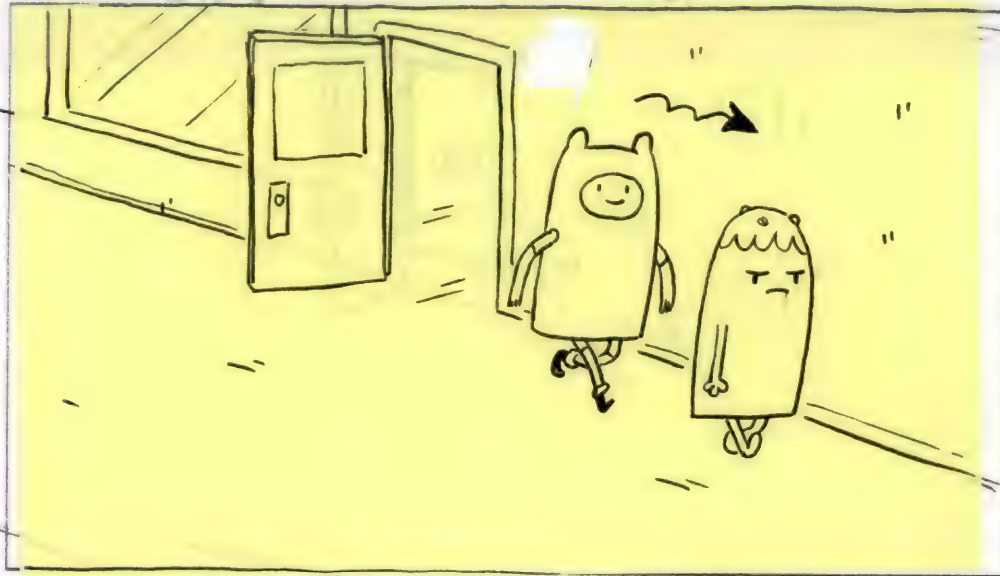
1034/233

ADVENTURE TIME

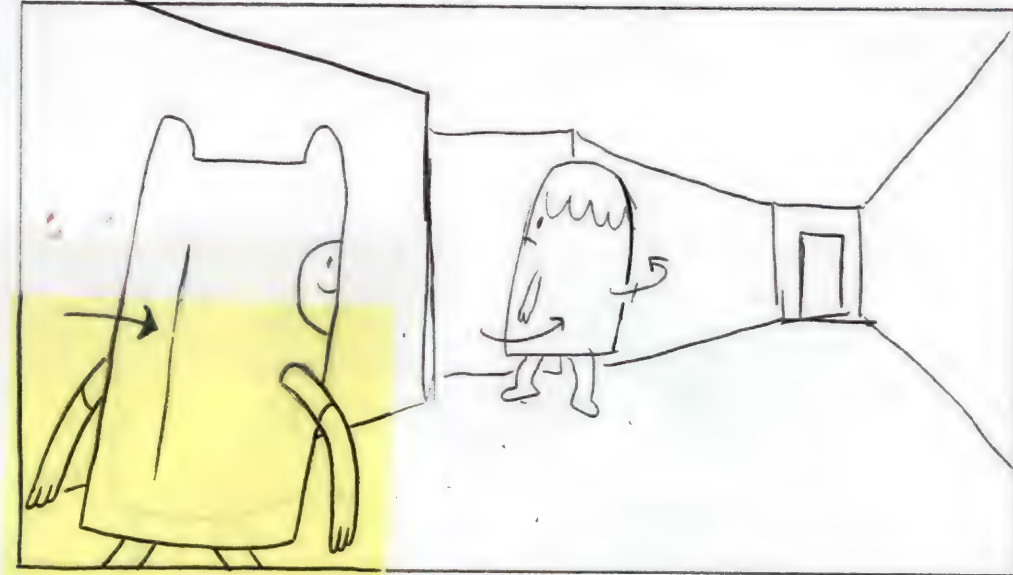


Page 175

Sc. 130 CONT Pnl. B Bg. day night



Sc. 131 Pnl. A Bg. day night



EPISODE #

1034-233

1034/233

Dialog:

Action:

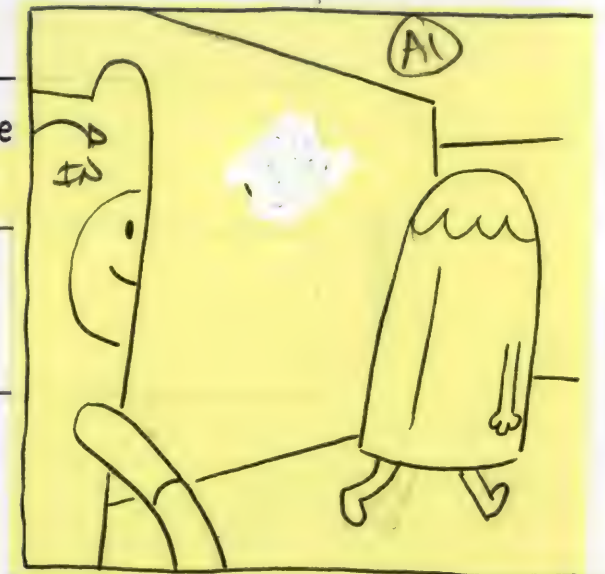
- F + BG SILENTLY WALK OUT OF OFFICE AND DOWN THE HALL

BG STOPS FOR A SECOND TO CHECK THE HALLWAY, FINN KEEPS FOLLOWING.

Timing:



SEP 10 2015



1034/233

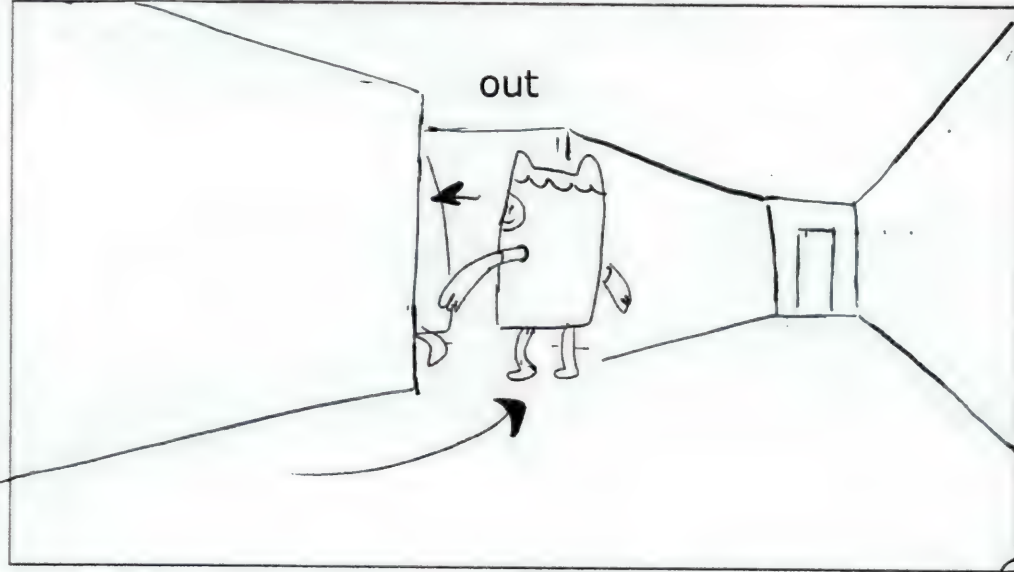
1034/233

ADVENTURE TIME

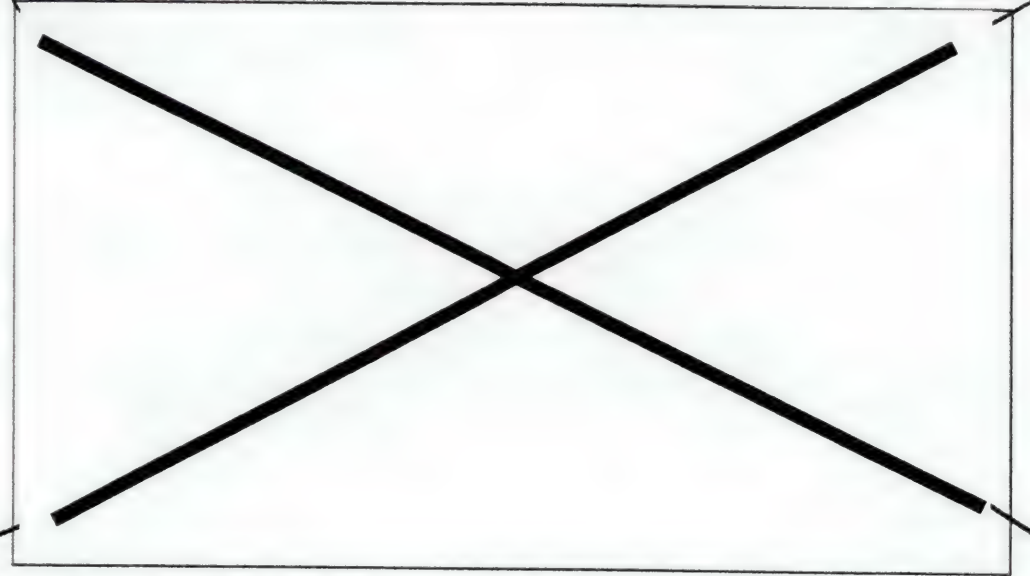


Page 170

Sc. 131 **CONT** Pnl. B Bg. day night



Sc. Pnl. Bg. day night



EPISODE # 1034-233

Dialog:

Action:

- BG KEEPS GOING, FINN FOLLOWS ALONG.

Timing:



SEP 10 2015

Production :

1034/233

1034/233

1034/233

ADVENTURE TIME



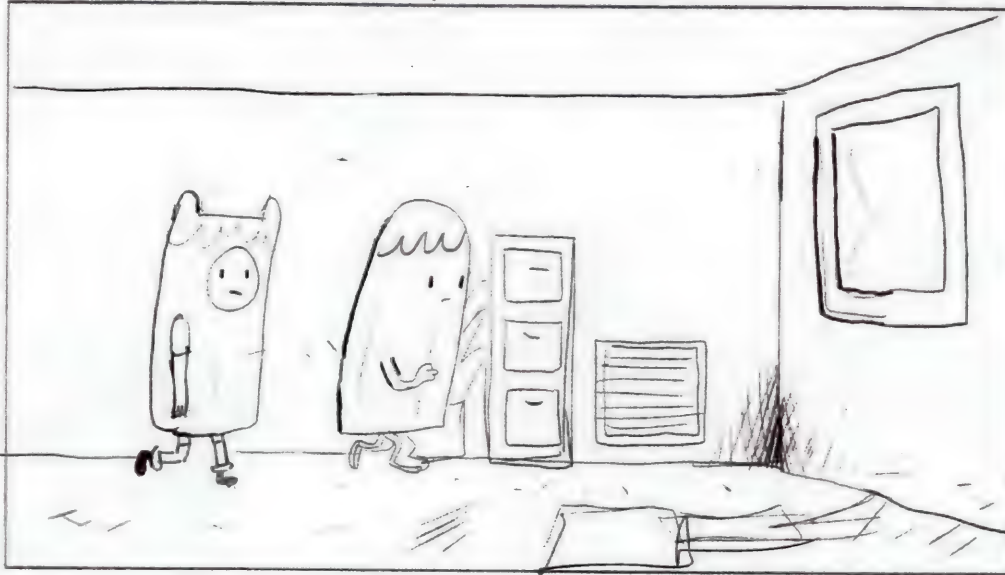
Page 177

Sc. 132

Pnl. A

Bg.

day night



Sc. 132 CONT Pnl. B

Bg.

day night



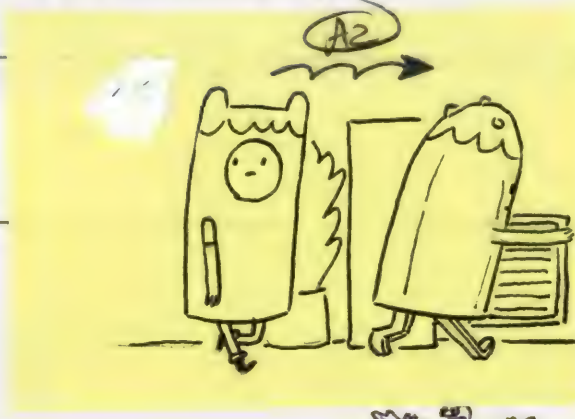
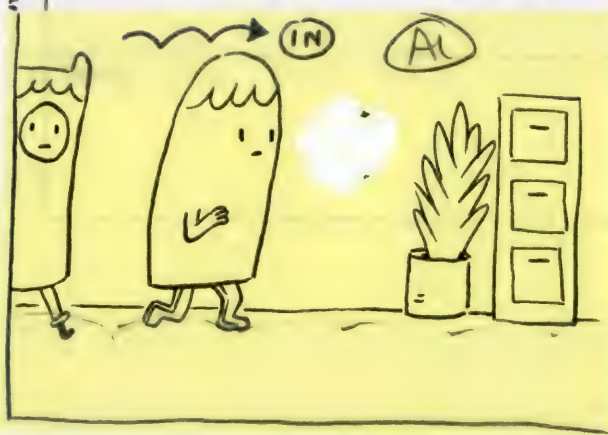
Dialog:

SFX: * RATTLING *

Action:

BG WALKS INTO FRAME, FINN IS BEHIND HIM WALKING IN TOO

FINN TURNS REAL QUICK TO LOOK BEHIND HIM,
BG FIDDLES WITH AIR DUCT COVER AND IT MOVES



SEP 10 2015

EPISODE # 1034-233

Production :

ADVENTURE TIME

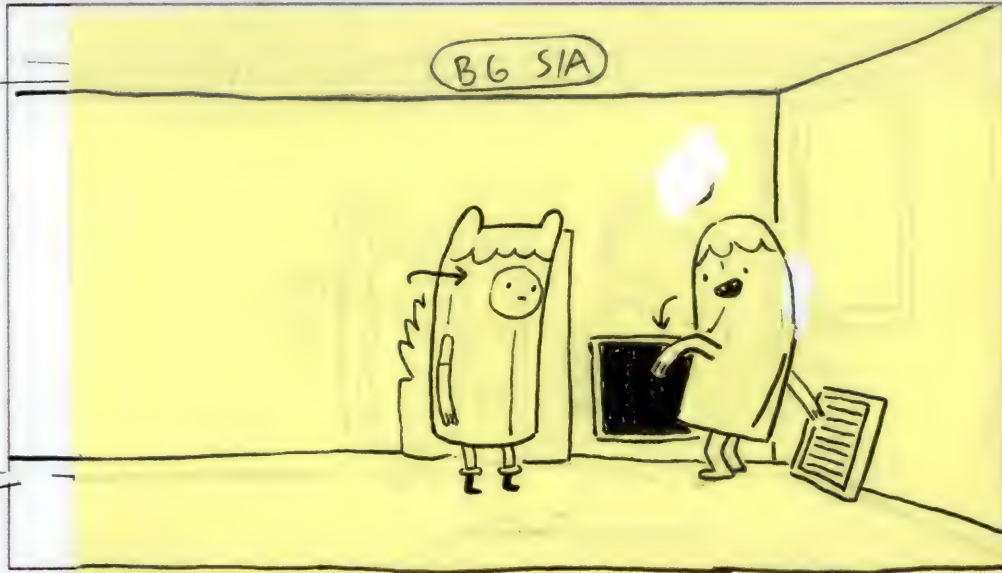


Page 178

Sc. 132 CONT Pnl. C

Bg.

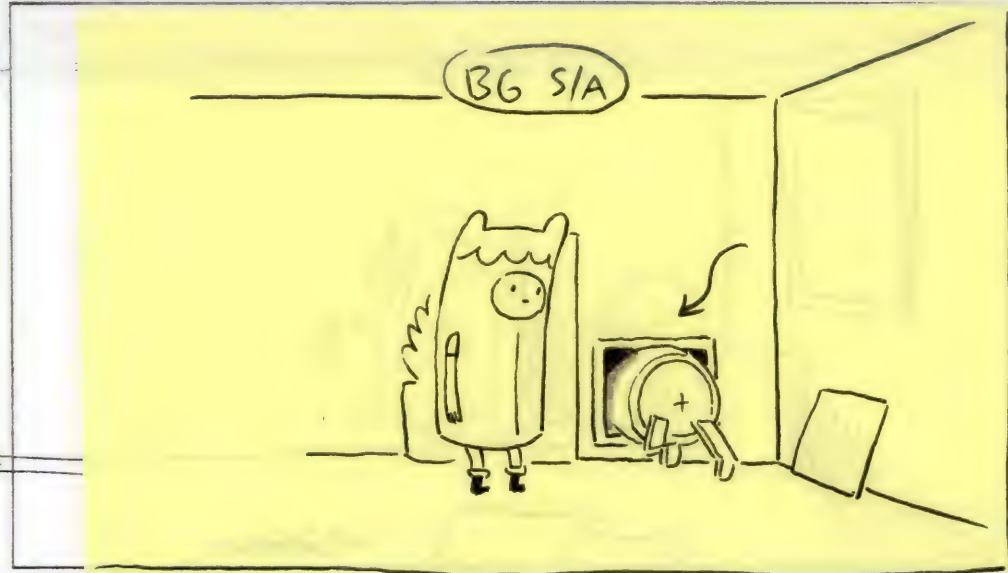
day night



Sc. 132 CONT Pnl. D

Bg.

day night



Dialog:

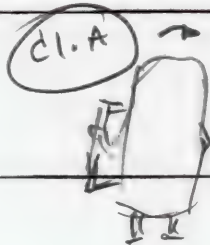
BG/ IN HERE!
16

Action:

FINN LOOKS BACK AT THE NEW HOLE,
BG MOTIONS WITH HIS ARM AND SETS THE
AIR DUCT COVER TO THE SIDE

- BG CRAWLS INTO THE AIR DUCT

Timing:



SEP 10 2015

EPISODE #

Production :

1034-233

1034/233

1034/233

1034/233

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ADVENTURE TIME



NO SC
133

Page 179

Sc. 132 CONT Pnl. E

Bg.

day night

Sc. 132 CONT Pnl. F

Bg.

day night



Dialog:

Action:

FINN TAKES ONE LOOK BACK AS HE REACHES FOR THE HOLE,
BG CRAWLS FURTHER IN

FINN DUCKS DOWN, ABOUT TO ENTER

Timing:

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1034-233

1034/233

1034/233

1034/233

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ADVENTURE TIME



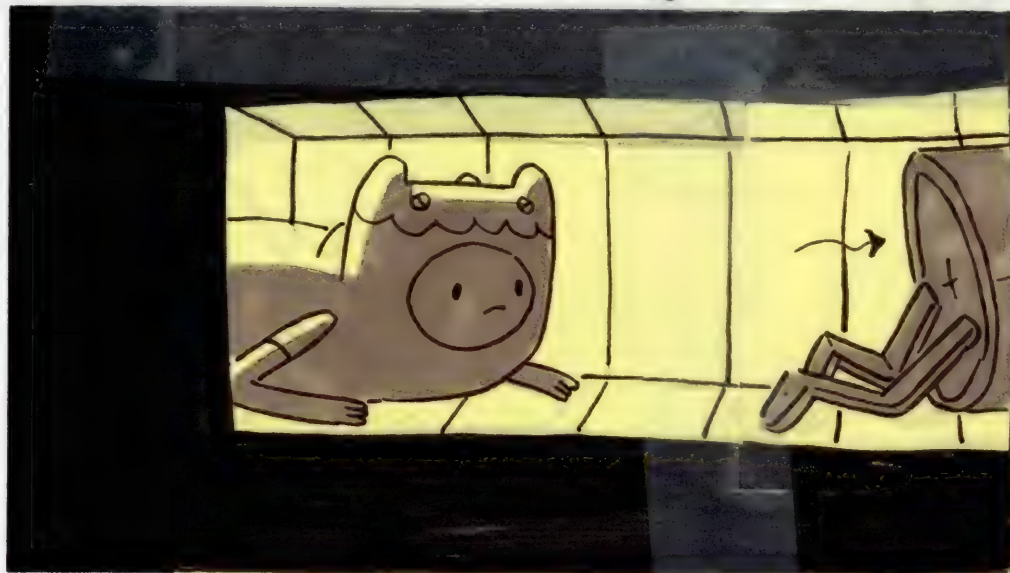
Page 180

Sc. 134

Pnl. A

Bg.

day night

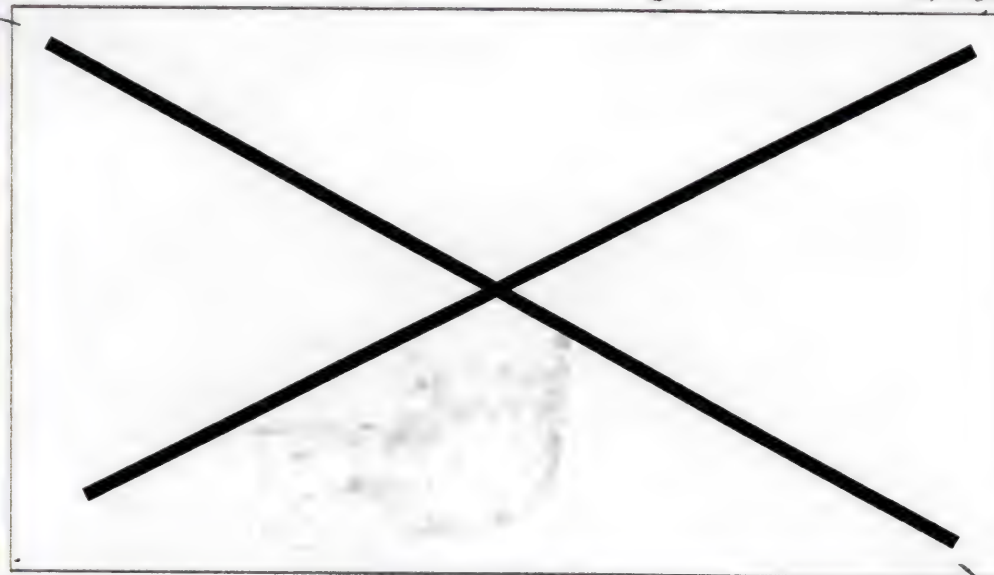


Sc.

Pnl.

Bg.

day night

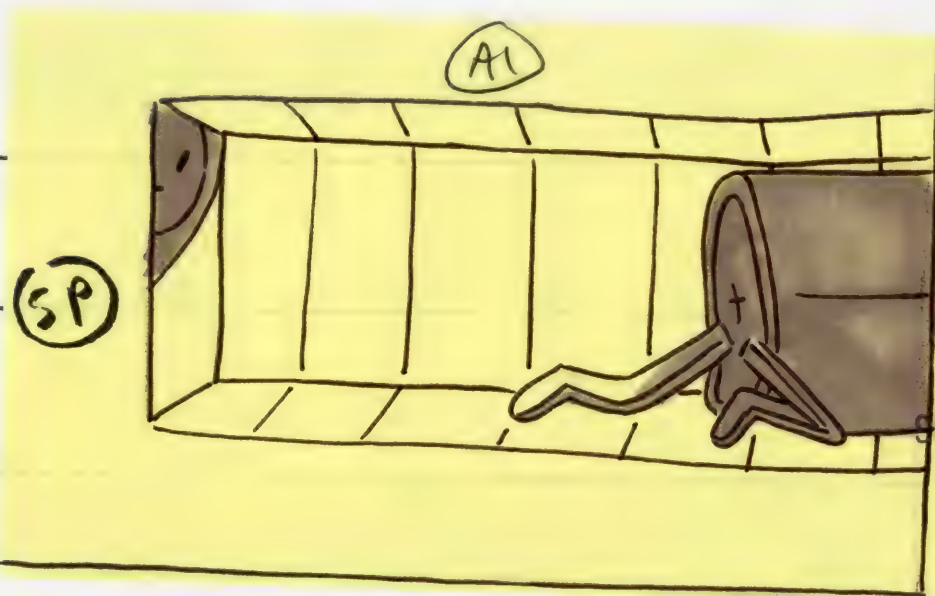


Dialog:

Action:

BG IS ALREADY CRAWLIN' AWAY AS F POPS INTO THE VENT

Timing:



EPISODE #

1034-233

Production

SEP 10 2015

1034/233

1034/233

1034/233

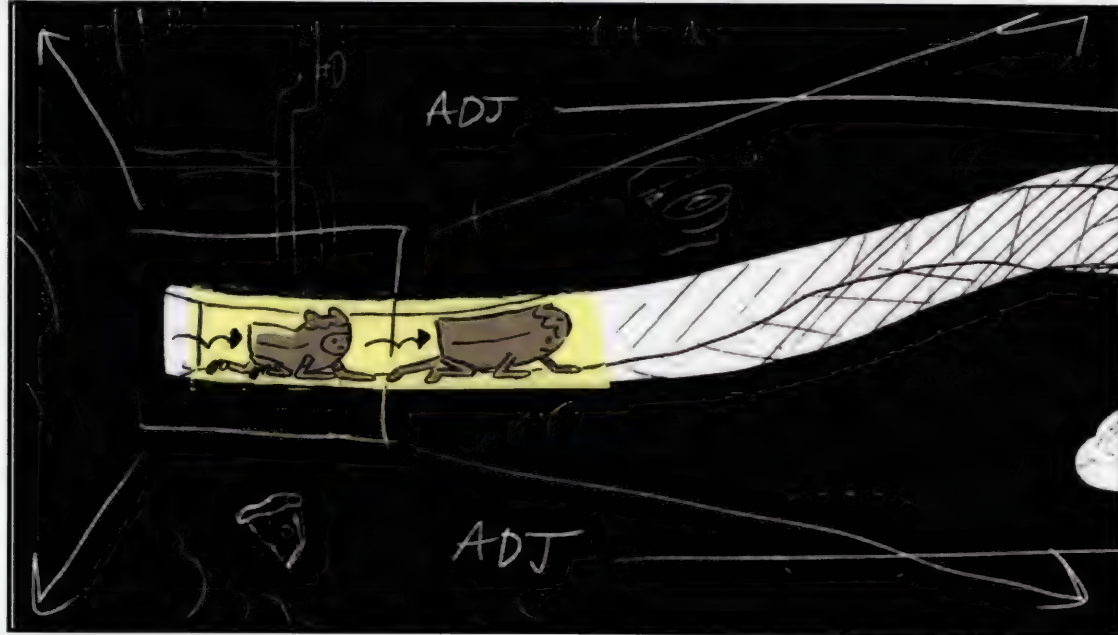
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

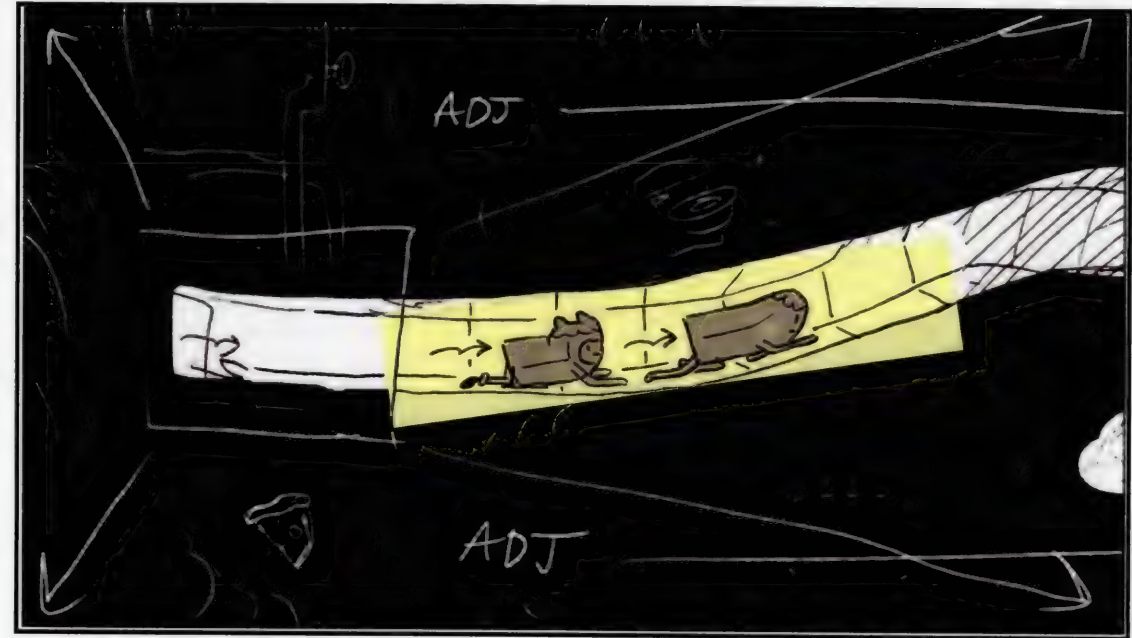


Page 181

Sc. 134 *cont* Pnl. B Bg. day night



Sc. 134 *cont* Pnl. C Bg. day night



Dialog:

BG #16/ "I found this walled off area

BG #16/ while cleaning one day..."

Action:

Timing:

SEP 10 2011

EPISODE # 1034-233

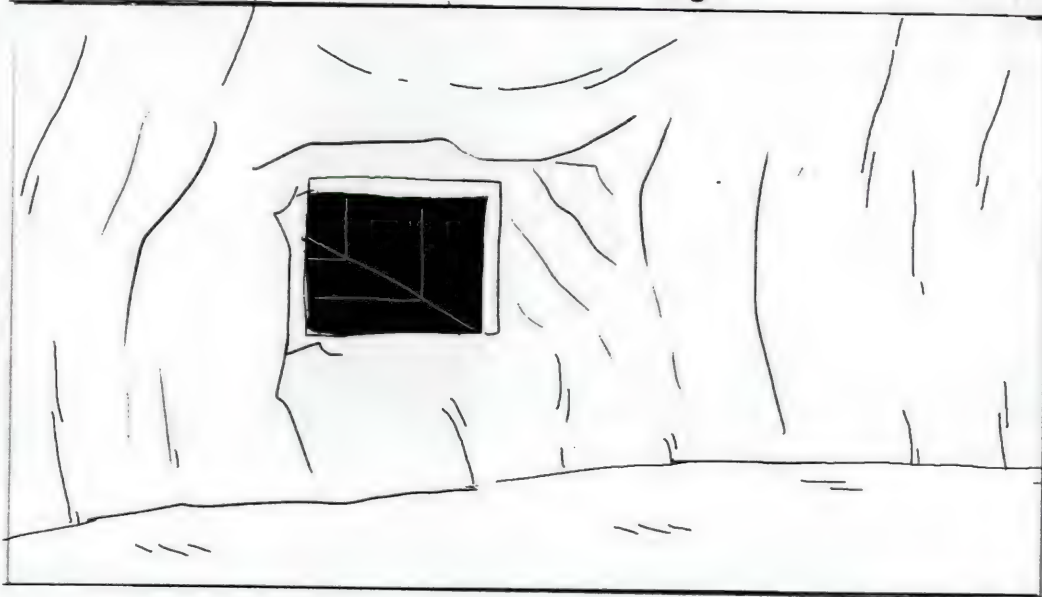
1034/233

Production:

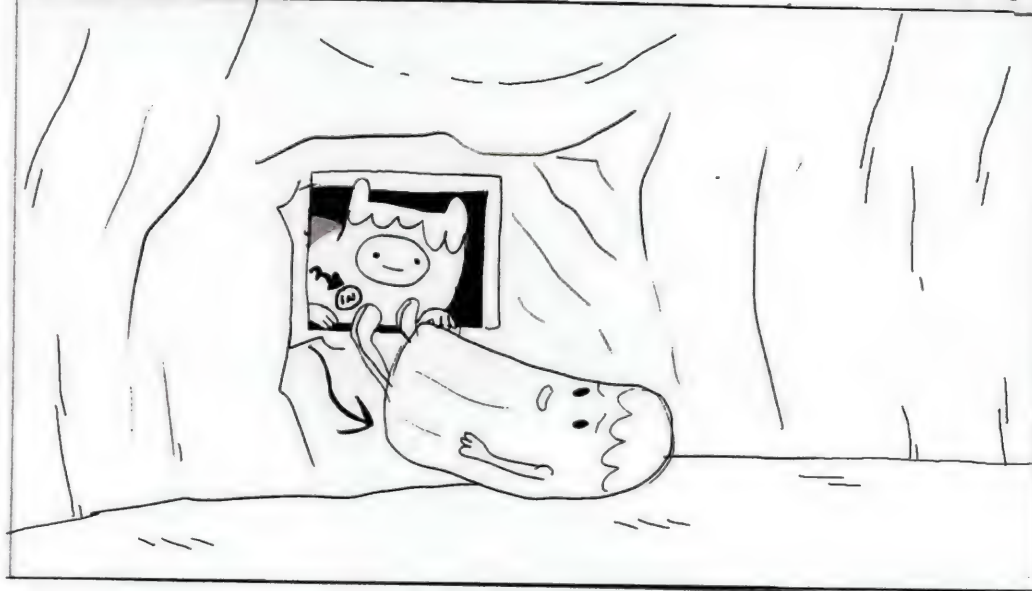
1034/233

ADVENTURE TIME

Sc. 135 Pnl. A Bg. day night



Sc. 135 *cont* Pnl. B Bg. day night



Dialog: BG 16 : I like to use it as my...uh...

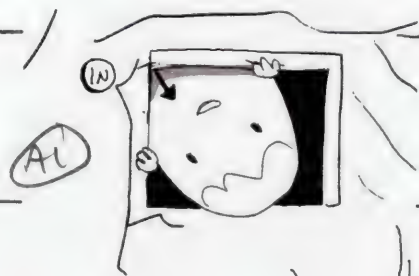
BG #16 AS MY STUDIO I GUESS.

Action:

BG POPS OUT OF BROKEN ENTRANCE FROM VENT

— BG SLIDES DOWN THE INCLINE AS FINN POPS OUT

Timing:



SEP 10 2015

Production :

EPISODE #

1034-233

1034/233

1034/233

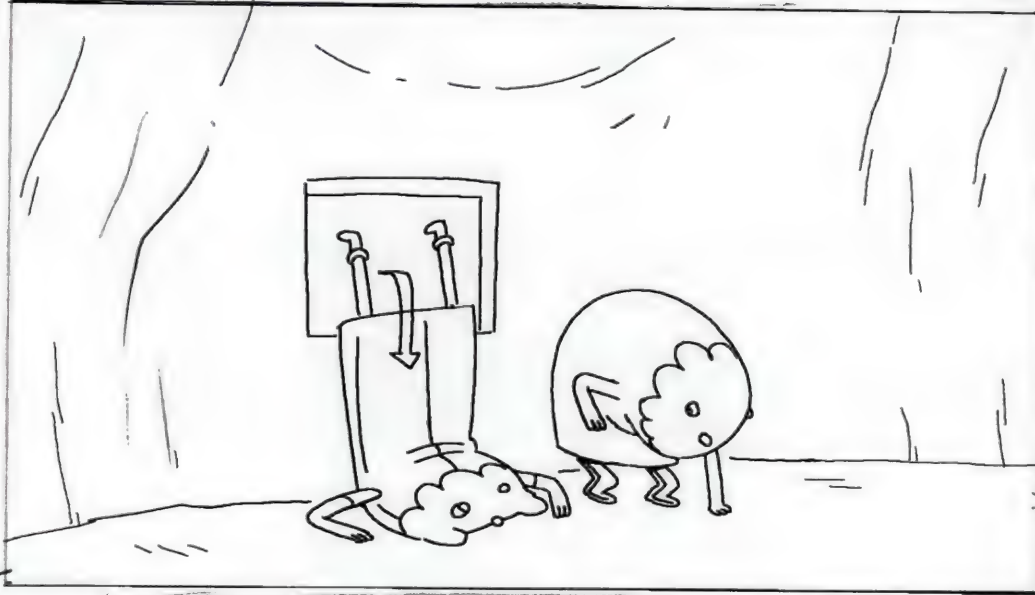
1034/233

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Sc. 135 *cont* Pnl. C

night



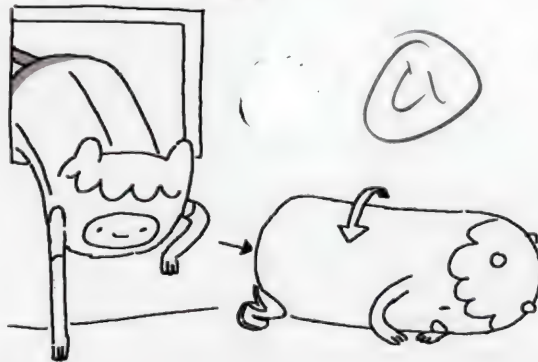
Dialog:

SFX: *THMP *

Action:

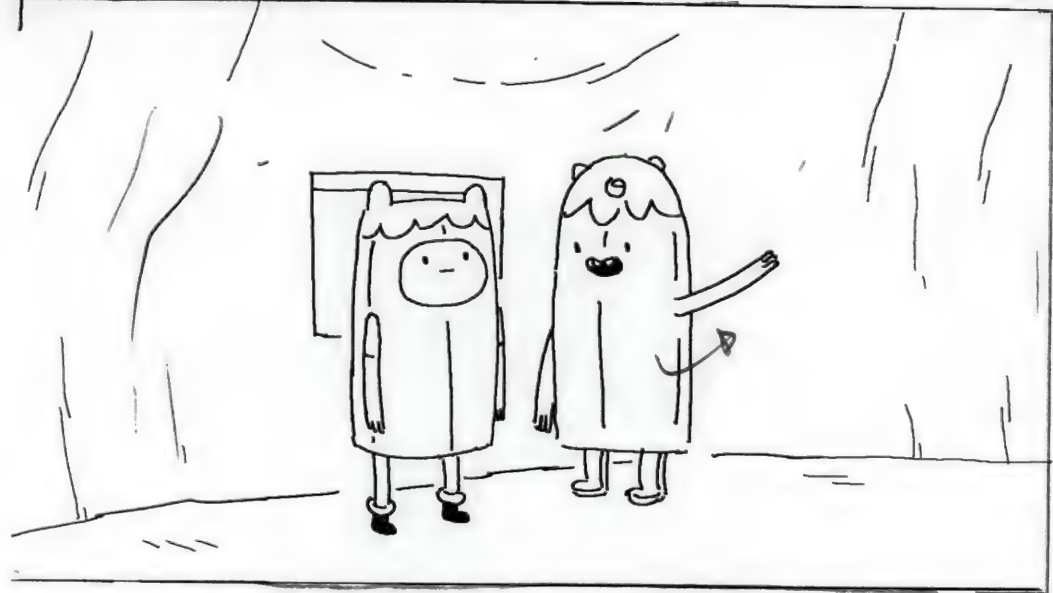
BG BENDS AND GETS UP, FINN ALSO SORT OF SLIDES/FALLS OUT OF THE VENT

Timing:



Sc. 135 *cont* Pnl. D

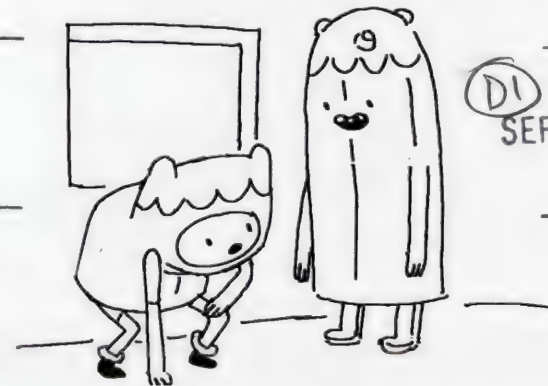
night



BG #16

/ MAYBE THIS WILL INSPIRE YOU?

BG STANDS UP STRAIGHT AND MOTIONS WITH HIS ARM, FINN GETS UP AND IS A LITTLE DIZZY FROM THE SMALL FALL.



DI
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EPISODE #

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1034-233

1034/233

1034/233

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NO SC 136

Sc. 135 CONT E

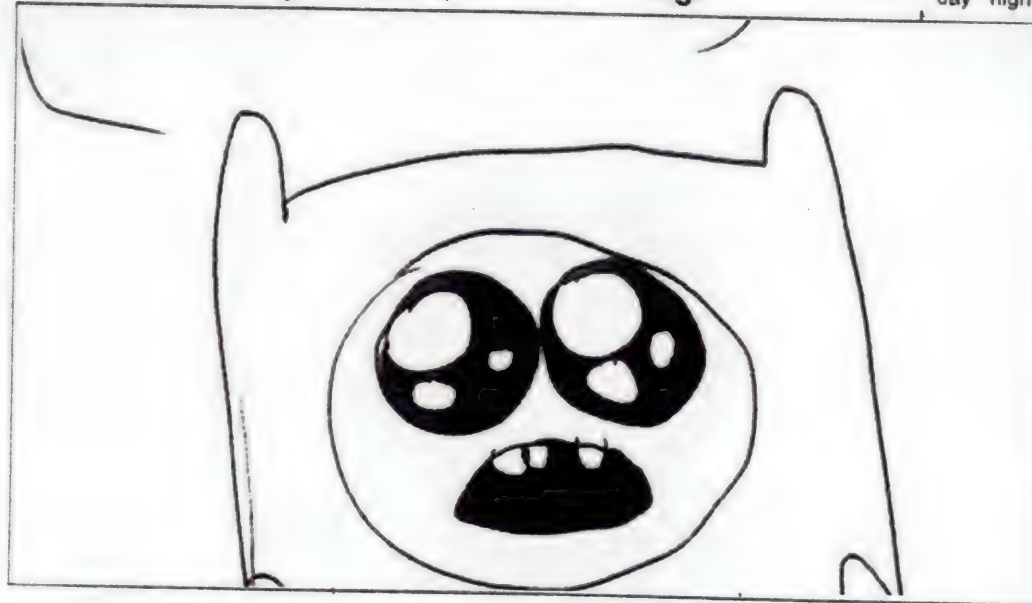
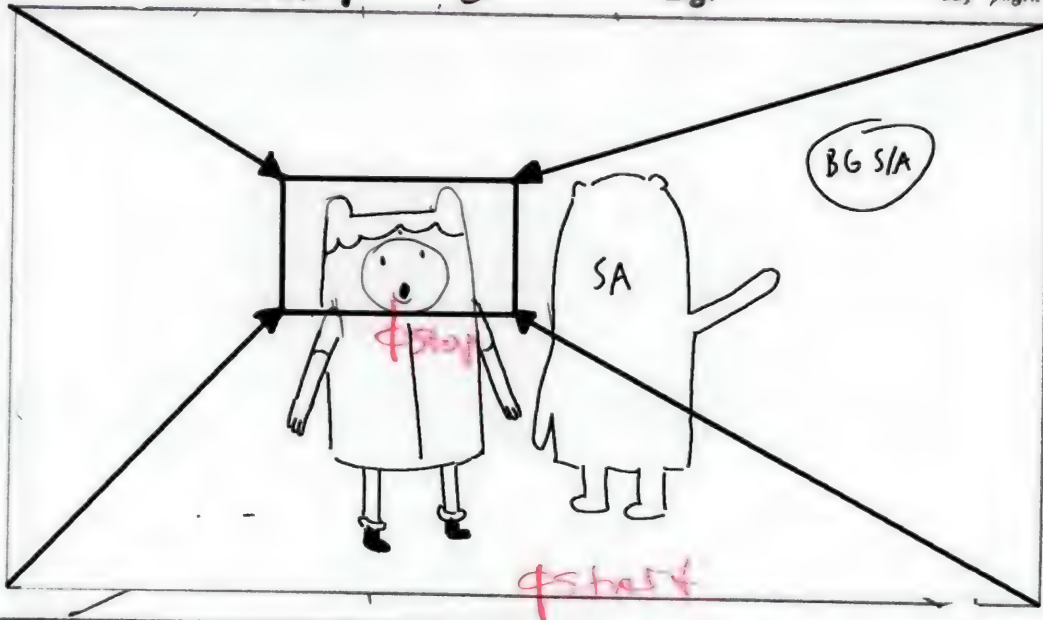
Bg.

day night

Sc. 135 CONT Pnl. F

Bg.

Page 184
No PG-135
day night



Dialog:

F/ *GASPS

diag truck
IN

Action:

— QUICK ZOOM IN ON FINN AS HE NOTICES THE ENTIRE PLACE

— FINN'S EYES GROW BIG AND MOUTH AGAPE

Timing:

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Production

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1034-233

1034/233

1034/233

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Sc. 137

Fin.

B

Bg.

day night

Sc.

Pnl.

Bg. A

day night

186



Dialog:

(vo)

F/ OH MY GLOB! THESE ARE GORGEOUS!

BG #16: HEY, THANKS.

Action:

PAN OVER FROM FINN AND THE BG TO THE RIGHT
TO GET A VIEW OF THE WHOLE ROOM AND ITS
CONTENTS

Timing:

Production :

SEP 10 2015

1034/233

1034/233

1034/233

ADVENTURE TIME



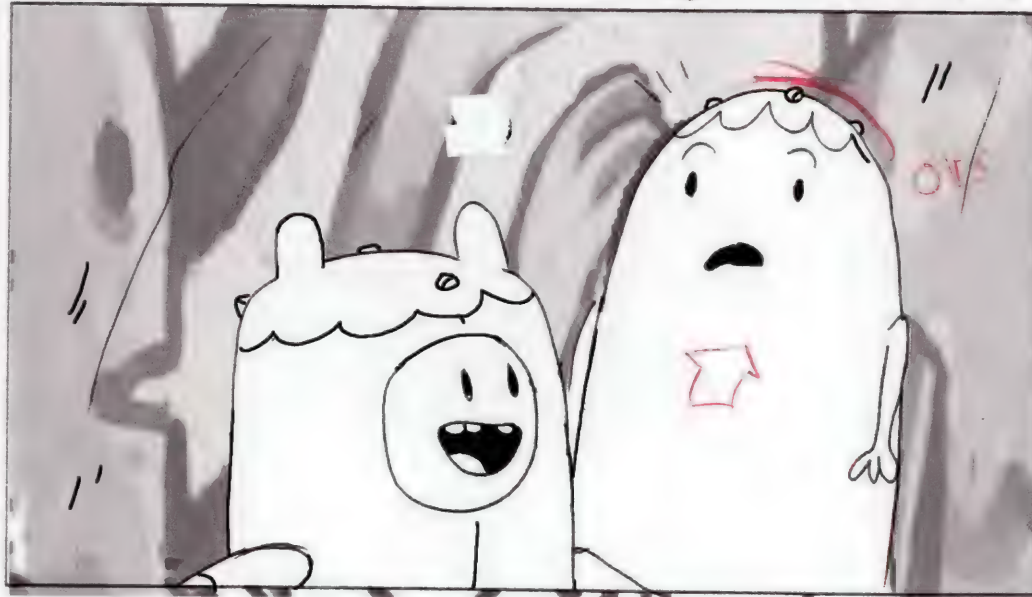
Page 187

Sc. 138

Pnl. A

Bg.

day night

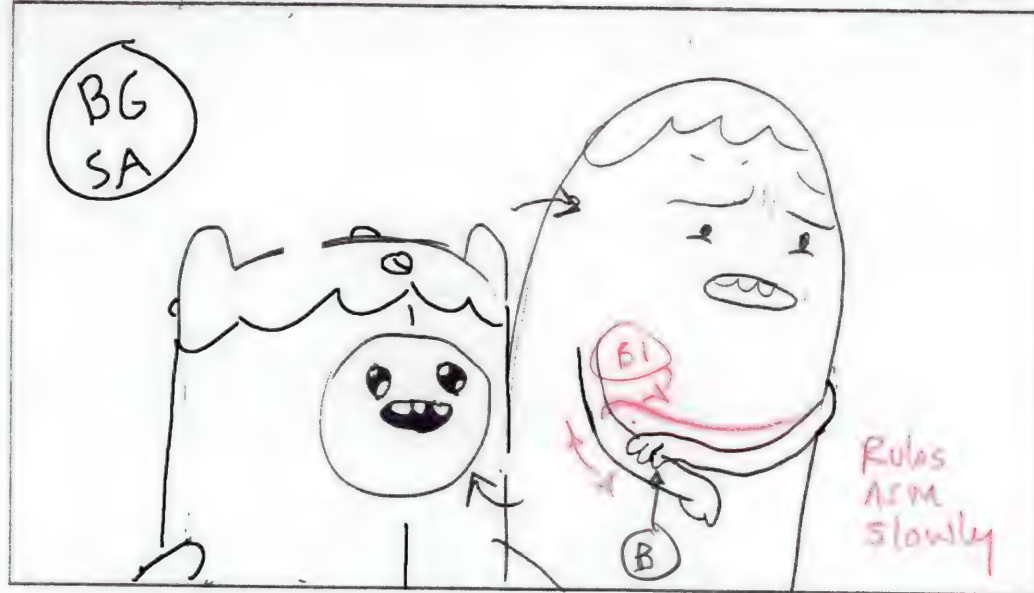


Sc. 138 *cont*

Pnl. B

Bg.

day night



Dialog:

F/ IS THIS WHY YOU'VE BEEN PAINTING OUTSIDE WALLS
BANANA GUARD #16?

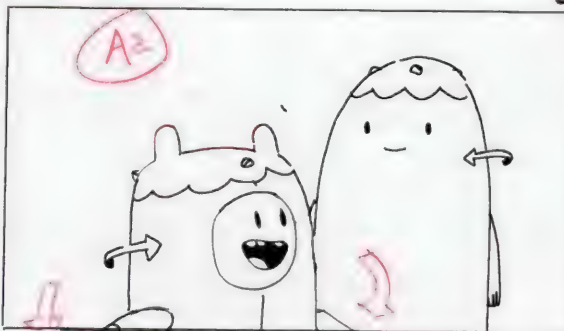
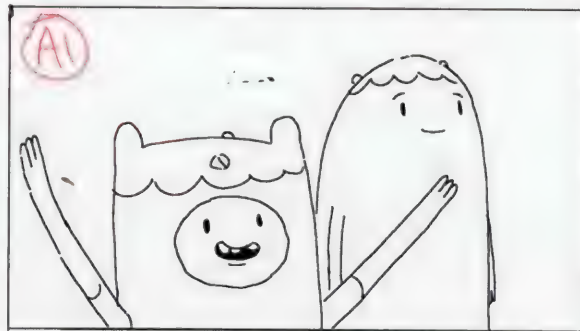
BG16/ UH... I JUST NEEDED MORE SPACE TO
EXPRESS MY ARTISTIC IMPULSES...

Action:

FINN SLIGHTLY LOOKS AT HIM WITH THIS STATEMENT, THE
BG IS A LITTLE SHOCKED THAT HE IS FIGURED OUT!

FINN LOOKS BACK AT THE WALLS, WIDE EYED
THE BG TURNS BACK TOO, RUBBING HIS ARM
SMILES AS HIS ANSWER.

Timing:



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Production :

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ADVENTURE TIME



Sc. 139

Pnl. A

Bg.

day night

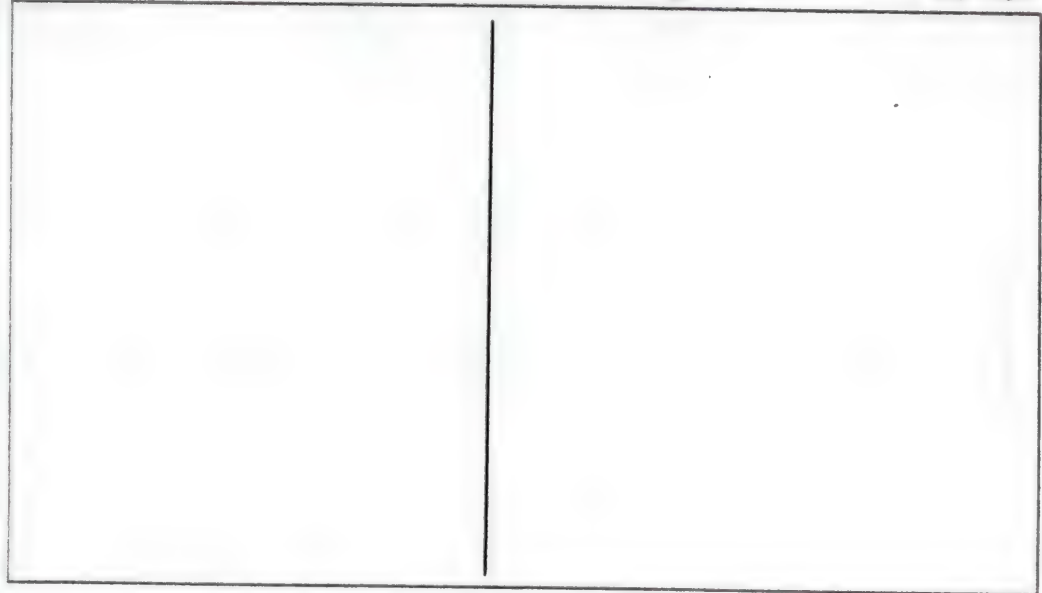


Sc.

Pnl.

Bg.

day night



Dialog:

BG #6 : IT'S LIKE I NEED TO KNOW.
LIKE IT'S IN MY DNA ...

BEAT. A MOMENT OF SMALL ENJOYMENT.

edgewipe

SEP 10 2015

1034-233

EPISODE #

1034/233

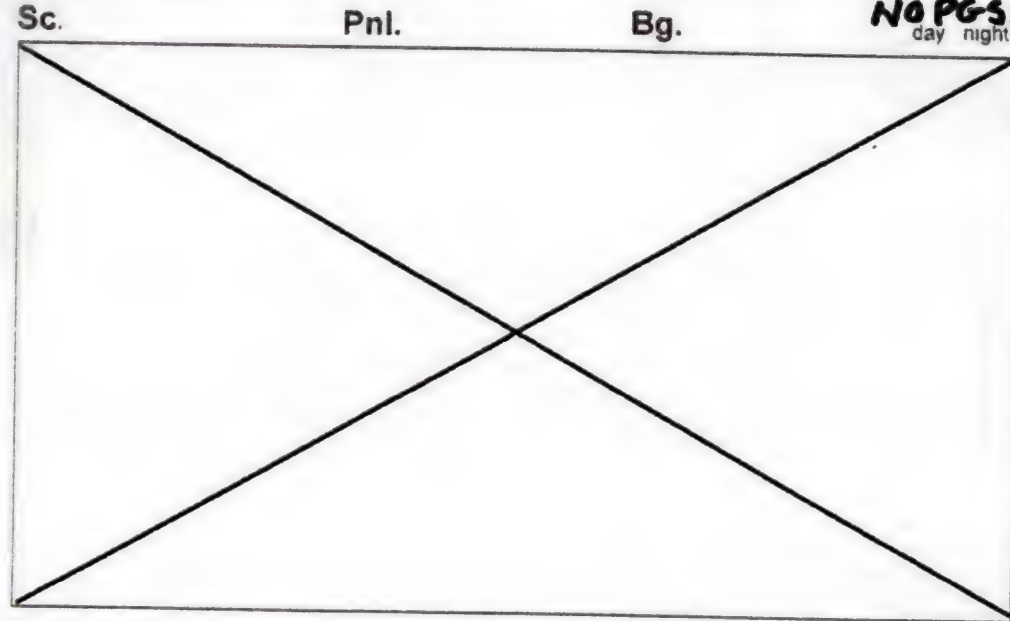
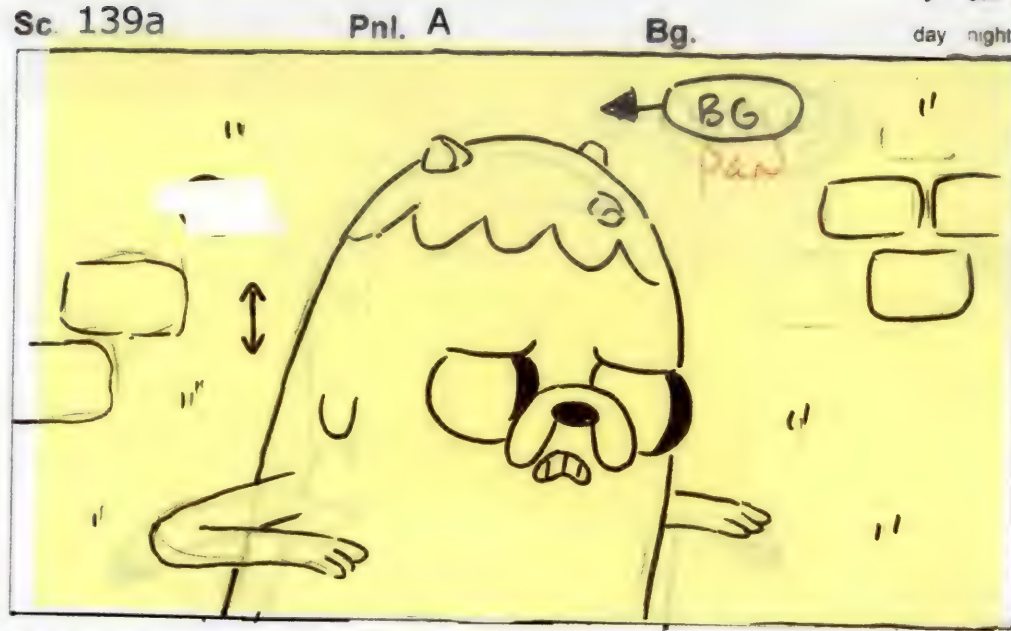
Production

1034/233

ADVENTURE TIME



Page 189
NOPG5190-208
day night



Dialog: Step cycle

Ac		JAKE LOOKS AROUND HALLWAY
Ti		SEP 10 2015

EPISODE # 1034-233

Production

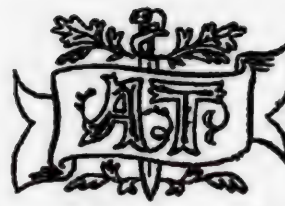
1034/233

1034/233

1034/233

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ADVENTURE TIME



Page 209

Sc. 139B

Pnl. A

Bg.

day night

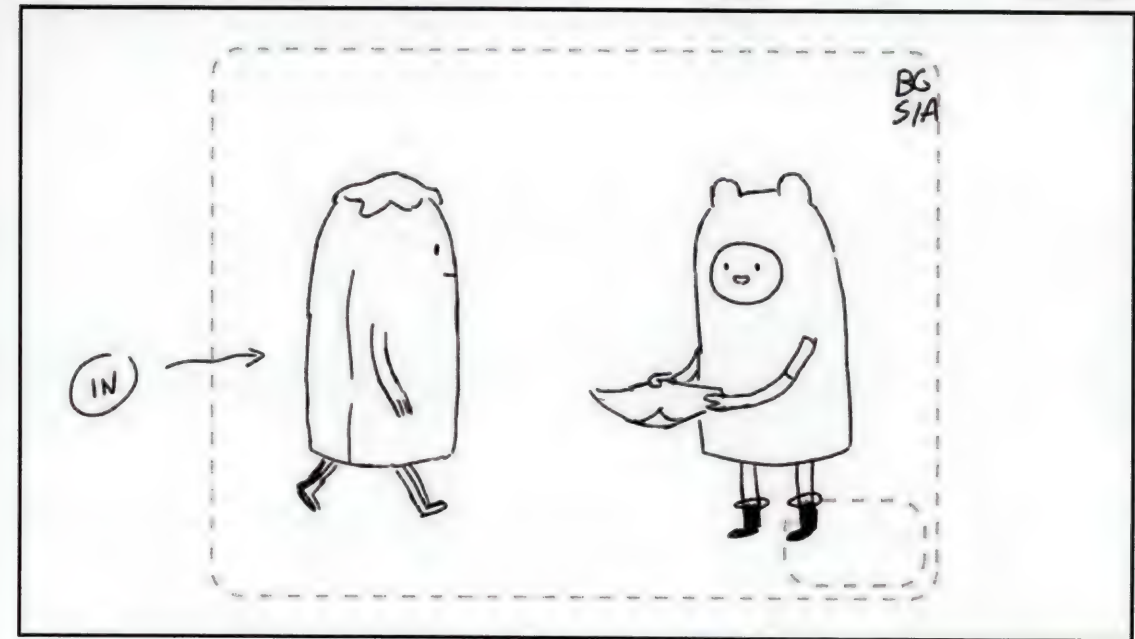


Sc. 139B *cont*

Pnl. B

Bg.

day night



Dialog:

F/ THIS STUFF IS GREAT!

F/ YOU SHOULD HANG IT IN
A GALLERY!

Action:

F LOOKING @ DRAWINGS & DRAFTING TABLE

Timing:

SEP 10 2013



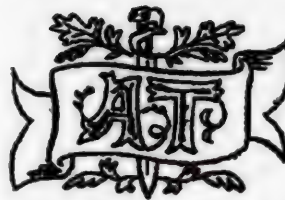
EPISODE # 1034-223

1034/233

1034/233

1034/233

ADVENTURE TIME



Page 210

Sc. 139c

Pnl. A

Bg.

day night



Sc. 139c

cont

Pnl. B

Bg.

day night



Dialog:

BG16/ NO!! PRINCESS BUBBLEGUM
WOULD HATE THAT.

Action:

(SP)

SEP 10 2015

Timing:

EPISODE # 1034-223

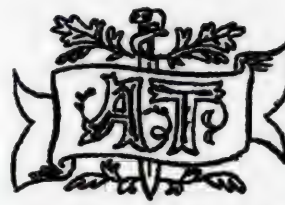
Production :

1034/233

1034/233

1034/233

ADVENTURE TIME

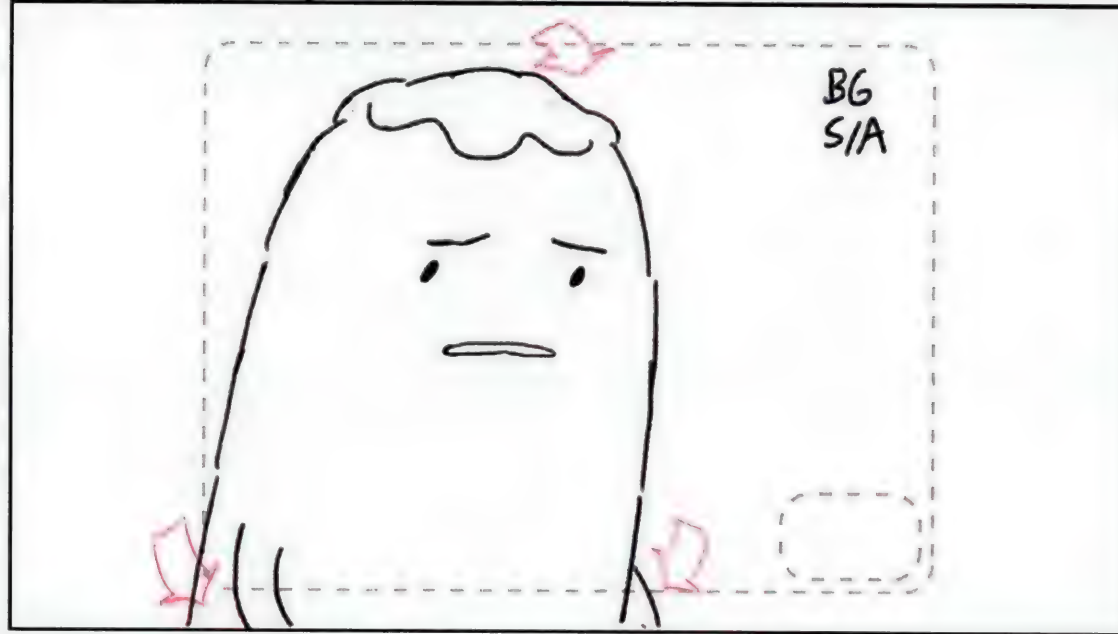


Page 211

Sc. 139c *CONT* Pnl. C

Bg.

day night



Sc. 139c *CONT* Pnl. D

Bg.

day night



Dialog:

BG16/ BANANA GUARDS ARE JUST SUPPOSED TO...

BG16/ ... GUARD.

Action:

SEP 10 2011

Timing:

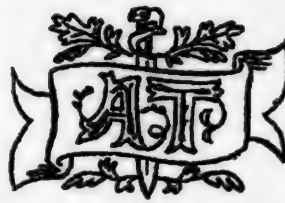
EPISODE # 1034-223

Production :

1034/233

1034/233

ADVENTURE TIME



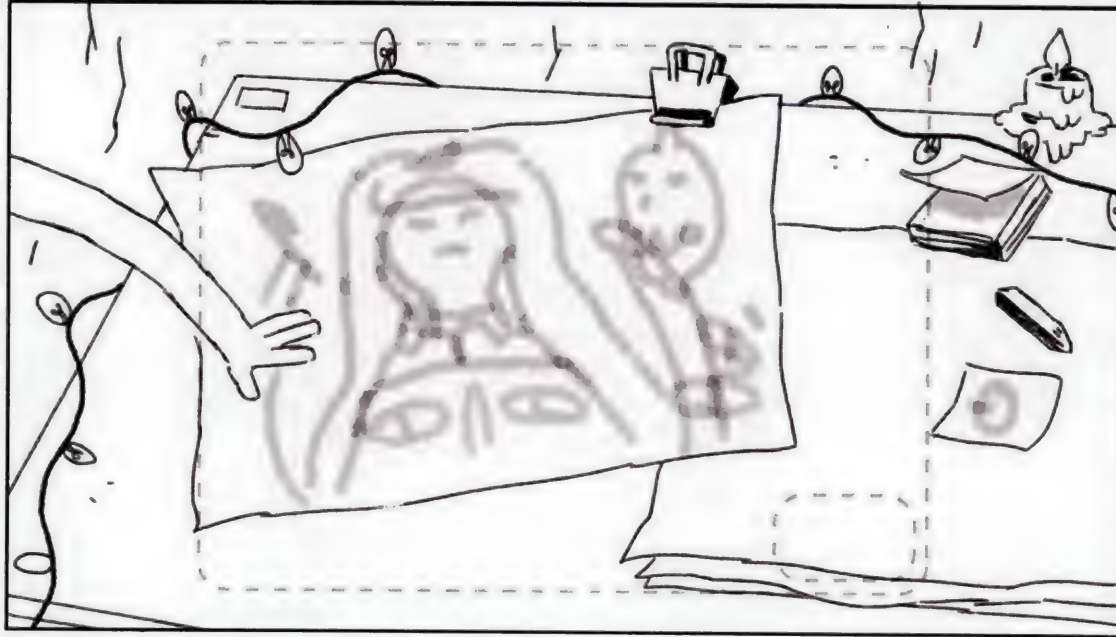
Page 212

Sc. 139d

Pnl. A

Bg.

day night

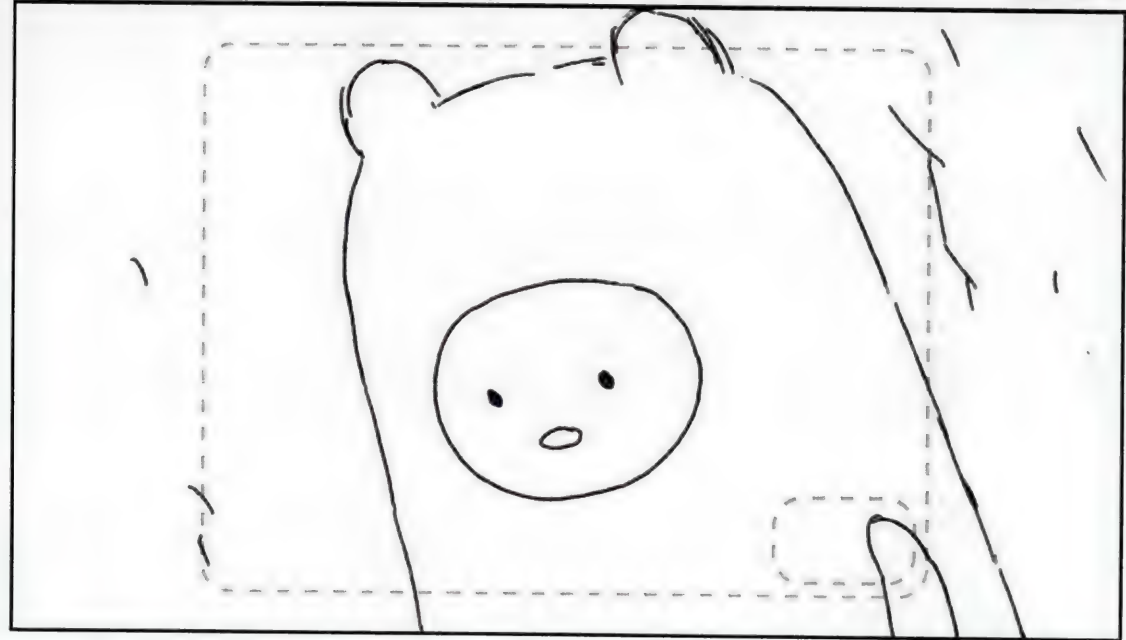


Sc. 139e

Pnl. A

Bg.

day night



Dialog:

BG 16/ SHE'D TAKE ME APART TO FIND
OUT WHAT WENT WRONG.

F/ NAHHH.

Action:

ROUGH DRAWING ON DESK - LOOKS LIKE PB
DOING MAD SCIENTIST-Y STUFF

SEP 10 2015

Timing:

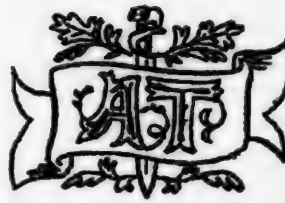
EPISODE # 1034-223

1034/233

Production :

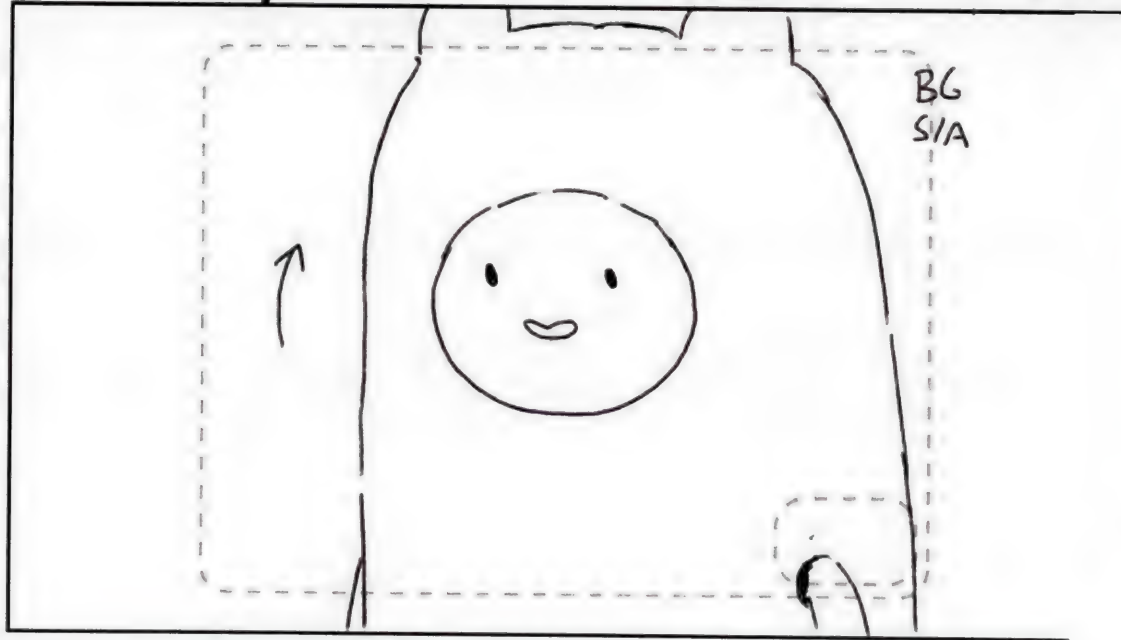
1034/233

ADVENTURE TIME

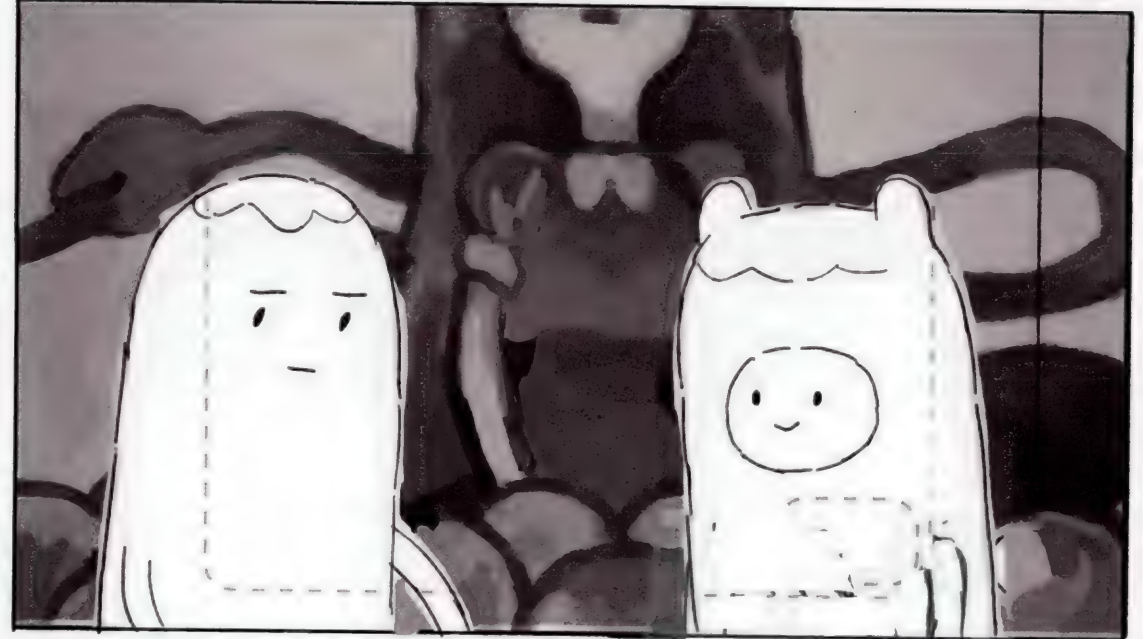


Page 213

Sc. 139e *cont* Pnl. B Bg. day night



Sc. 140 Pnl. A Bg. day night



Dialog:	F/ SHE'S NICE DUDE!	
Action:		
Timing:	(SP)	SEP 10 2015

Production :

ADVENTURE TIME



Page 214

Sc. 140 *cont*

Pnl. B

Bg.

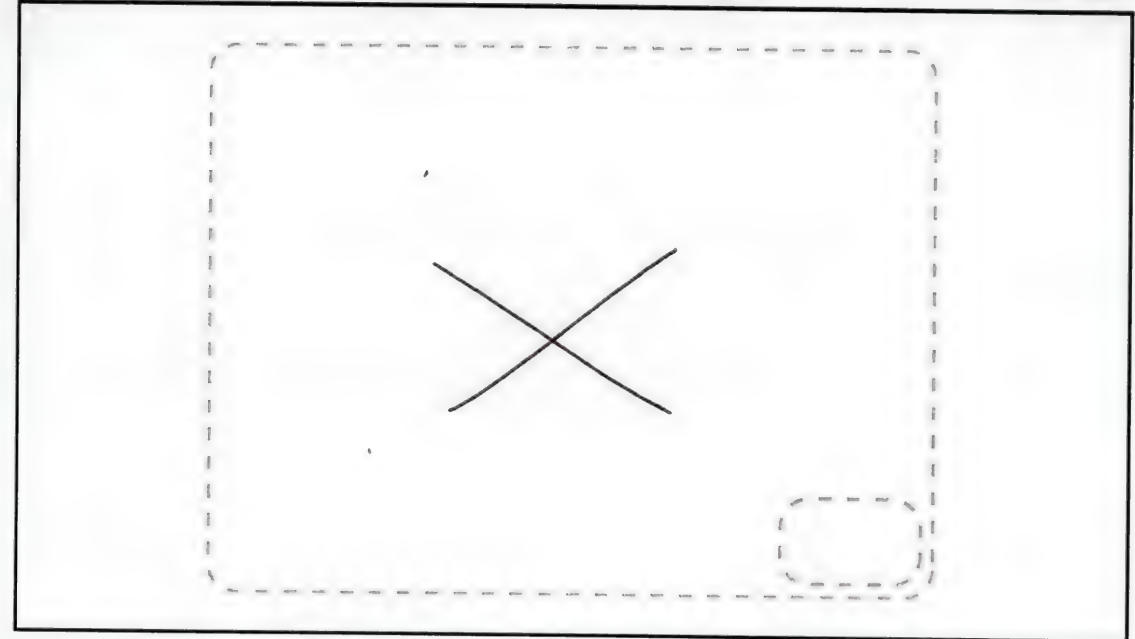
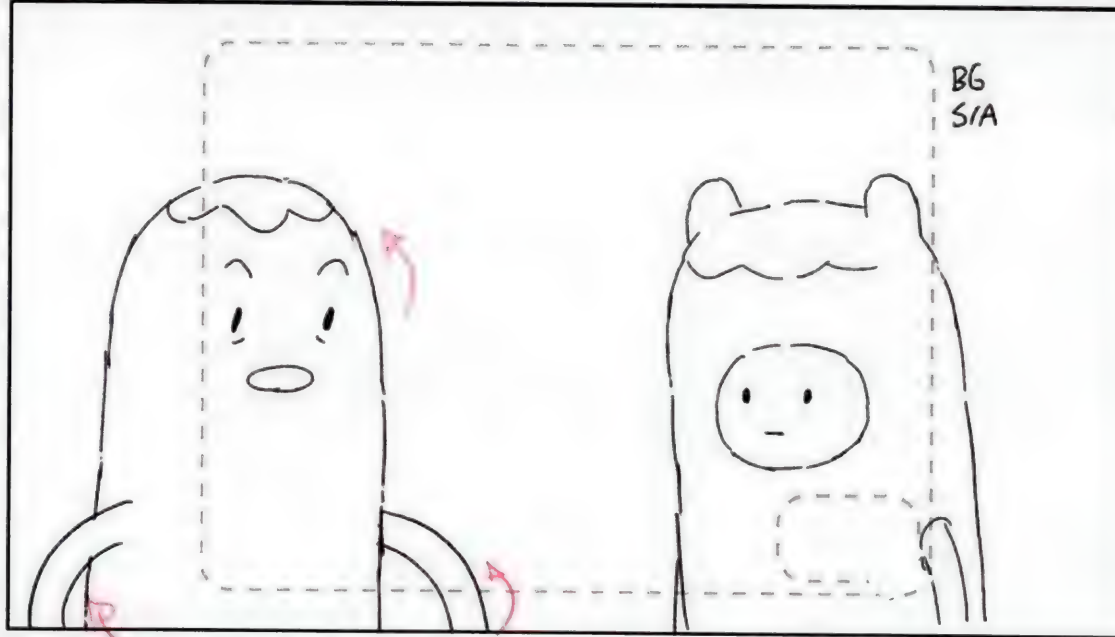
day night

Sc.

Pnl.

Bg.

day night



Dialog:

BG16/ NICE?!

Action:

Timing:

SEP 10 2015

EPISODE # 1034-223

1034/233

Production :

1034/233

1034/233

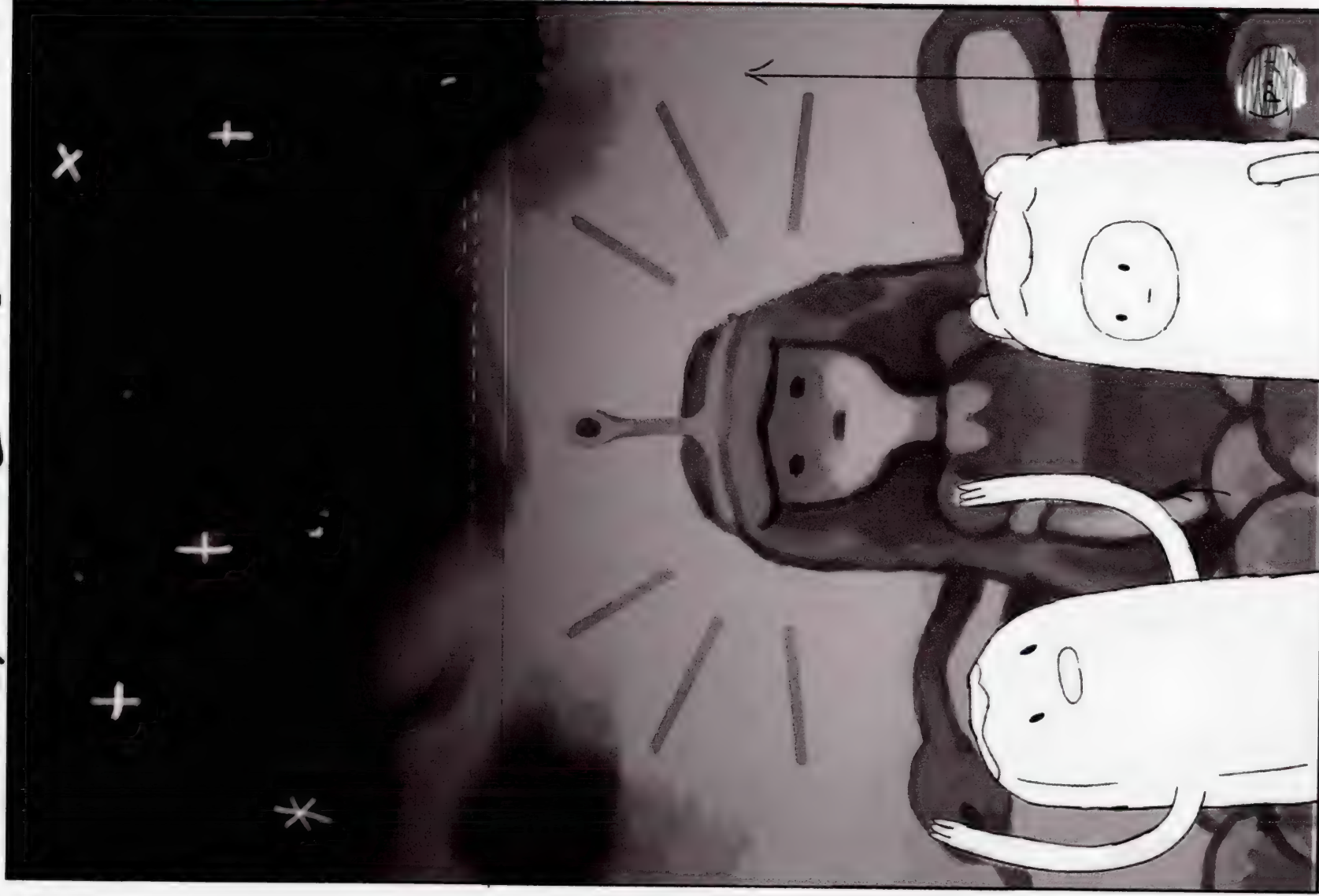
SC. 140 CONT

2

Ex.

day night

ADVENTURE TIME

Page 215

Dialog:

BG16/ DON'T YOU KNOW NOTHING —
SHE'S AN UNKNOWNABLE GODDESS —

Action:

PAN UP GRAFFITI'D WALL INTO DARKNESS W/ PAINTED STARS

Timing:

SEP 10 2015



Production :

EPISODE # 1034-223

1034/233

1034/233

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Sc. 140 cont Pnl. 6

Bg.

day night

ADVENTURE TIME



Page 216



Dialog:	BG16 / WHEN THE FIRST CANDY PEOPLE ROSE AGAINST HER.
Action:	PAN DOWN TO #8 ON FLAMING BUBBLE
Timing:	SEP 10 2015

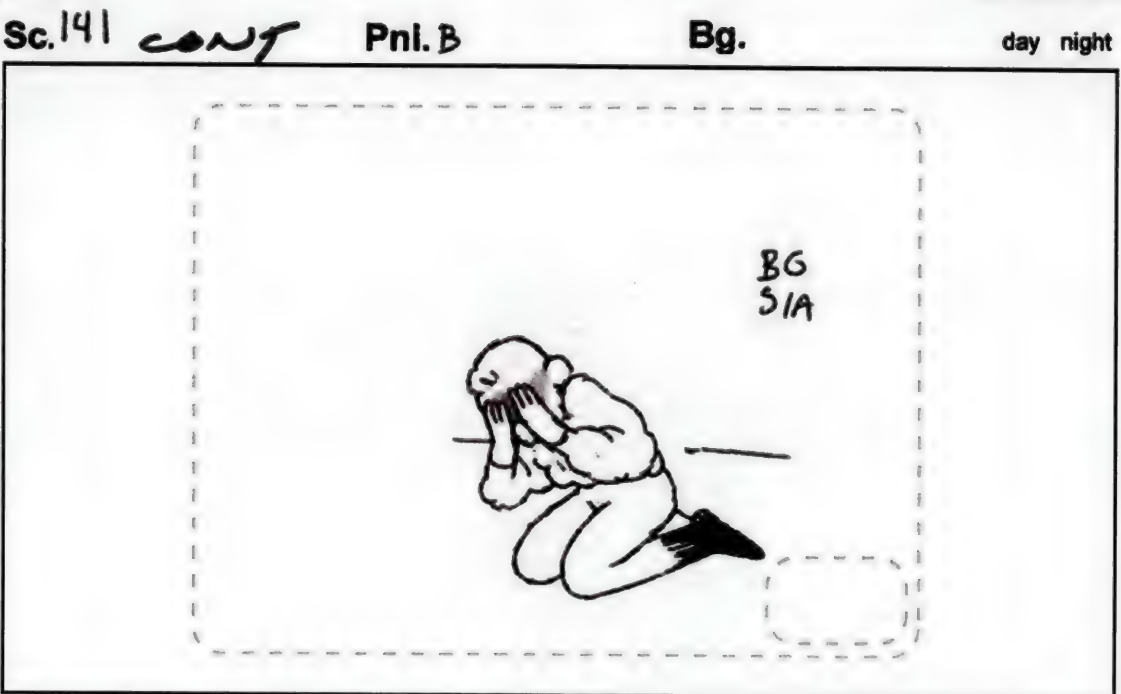
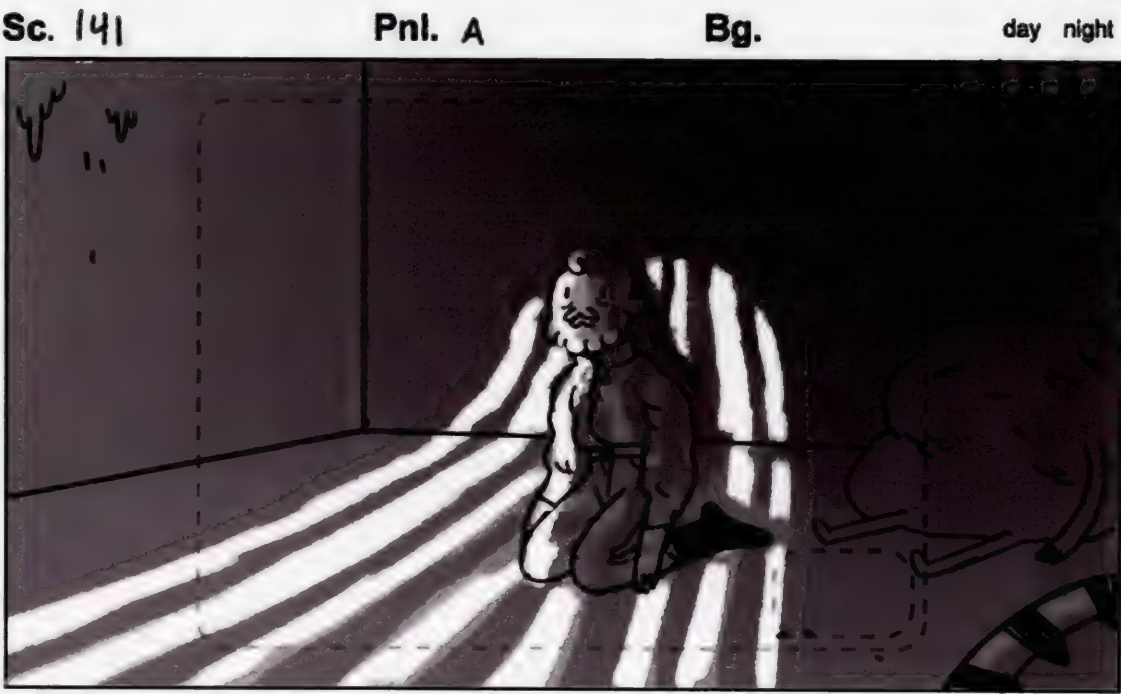
Production :

EPISODE # 1034-223

1034/233

1034/233

ADVENTURE TIME



Dialog:

B616/(os) She transformed them into —

Action:

HUMANOID GUM PERSON IN CELL (OLD TIMEY LOOKING)

SEP 10 2015

Timing:

EPISODE # 1034-223

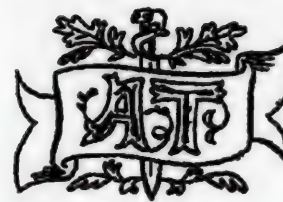
Production :

1034/233

1034/233

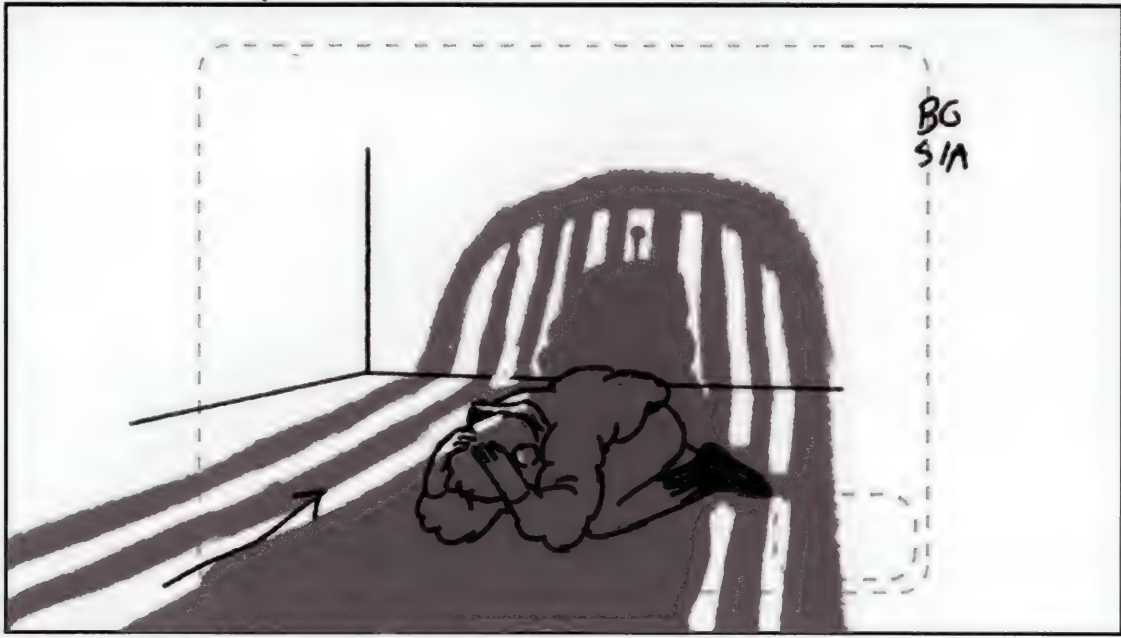
1034/233

ADVENTURE TIME

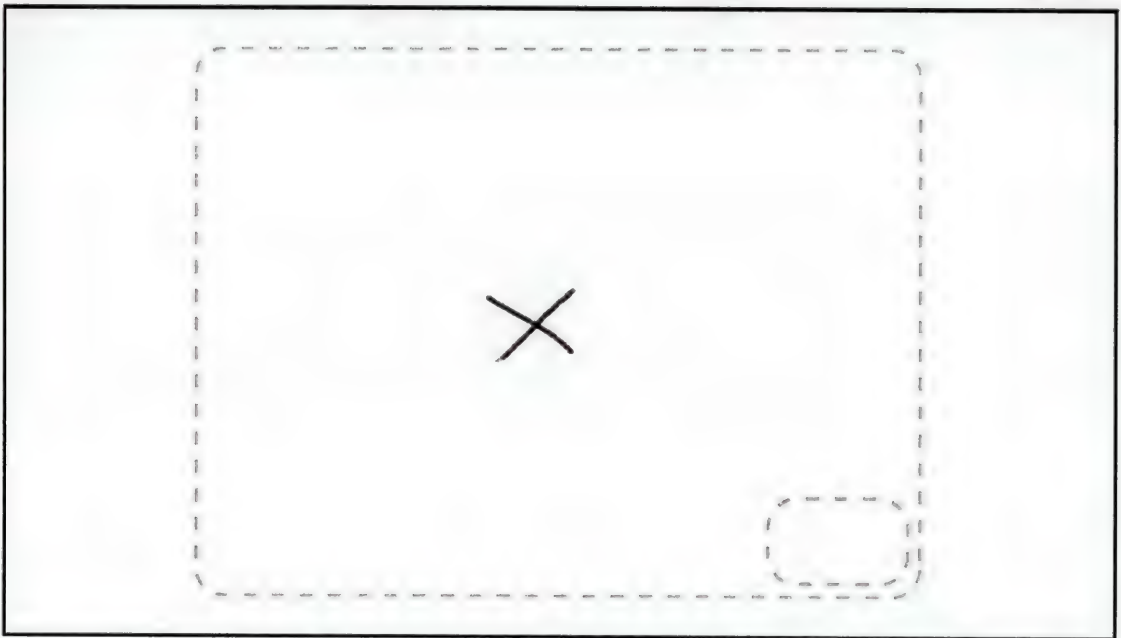


Page 218


Sc. 141 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
BG16 / (OS)— hideous monsters!

Action:
 PB SHADOW RISES OVER HIM
SEP 10 2015

Timing:

1034-223
EPISODE # 1034-223
Production :

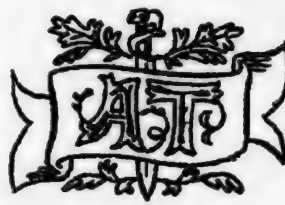
1034/233

1034/233

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ADVENTURE TIME



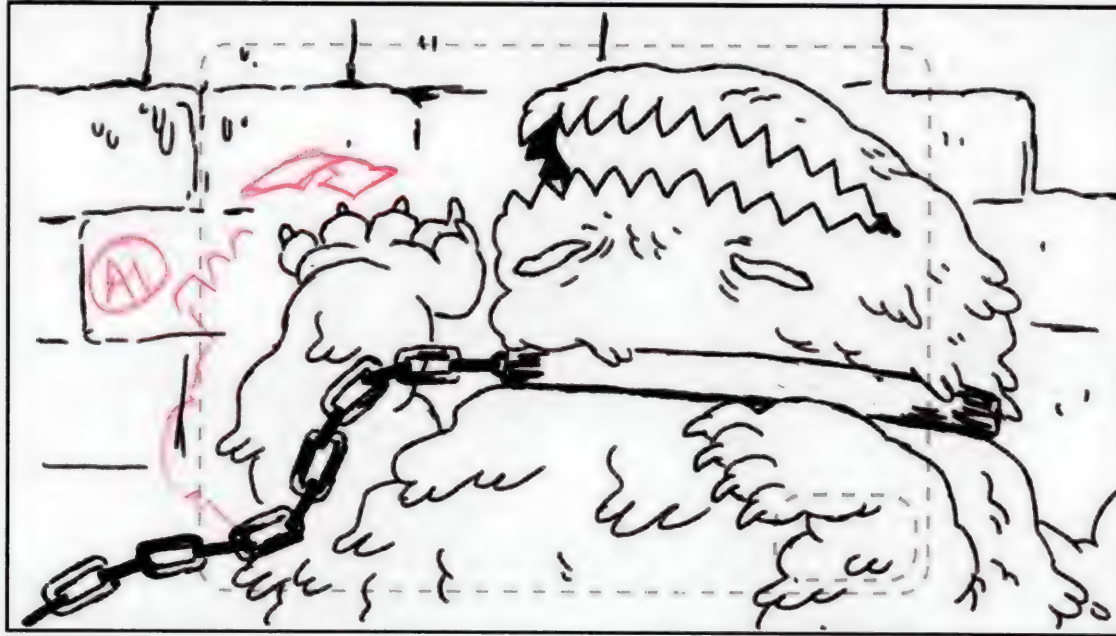
Page 219

Sc. 142

Pnl. A

Bg.

day night

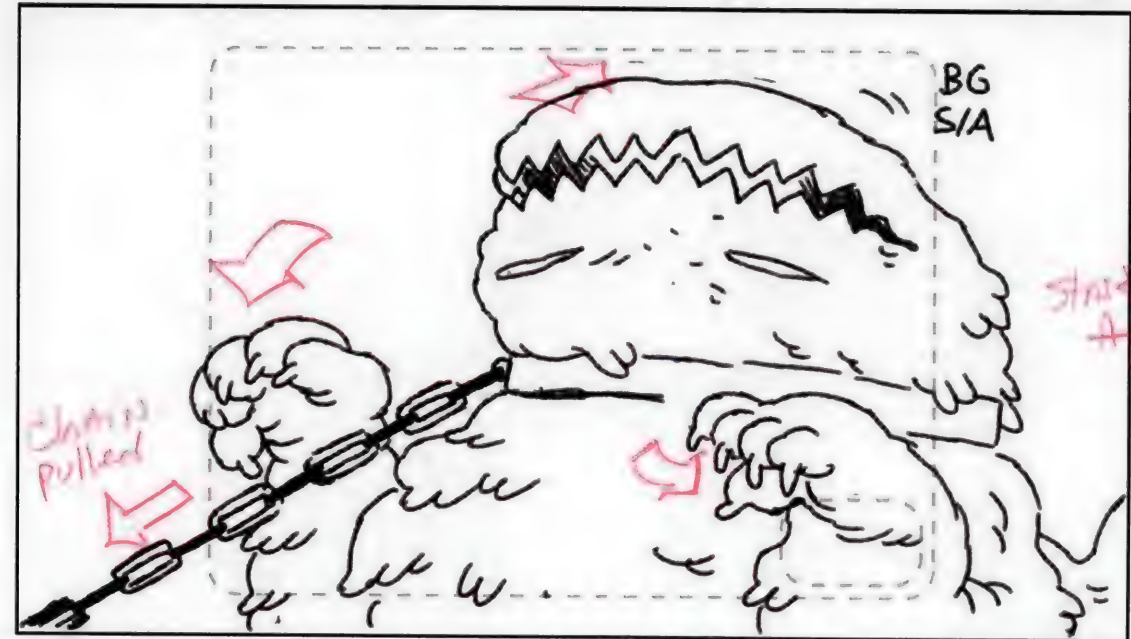


Sc. 142 *CONT*

Pnl. B

Bg.

day night



Dialog:

BG16/(O/S) HER ONLY BROTHER, NEDDY —

Action:

BIG SCARY MONSTER NEDDY REARING UP

CHAIN TENSES

Timing:

SEP 10 2015

EPISODE # 1034-223

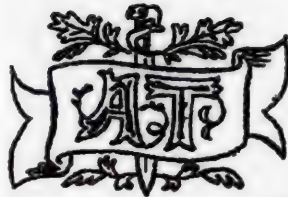
Production :

1034/233

1034/233

1034/233

ADVENTURE TIME



NO SC 143

Page 220

Sc. 142 CONT - - C

Bg.

day night



SEP 10 2015

Dialog:
Action: N FALLS TO GROUND
Timing:

EPISODE # 1034-223

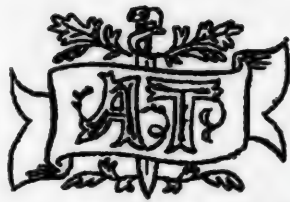
Production :

1034/233

1034/233

1034/233

ADVENTURE TIME



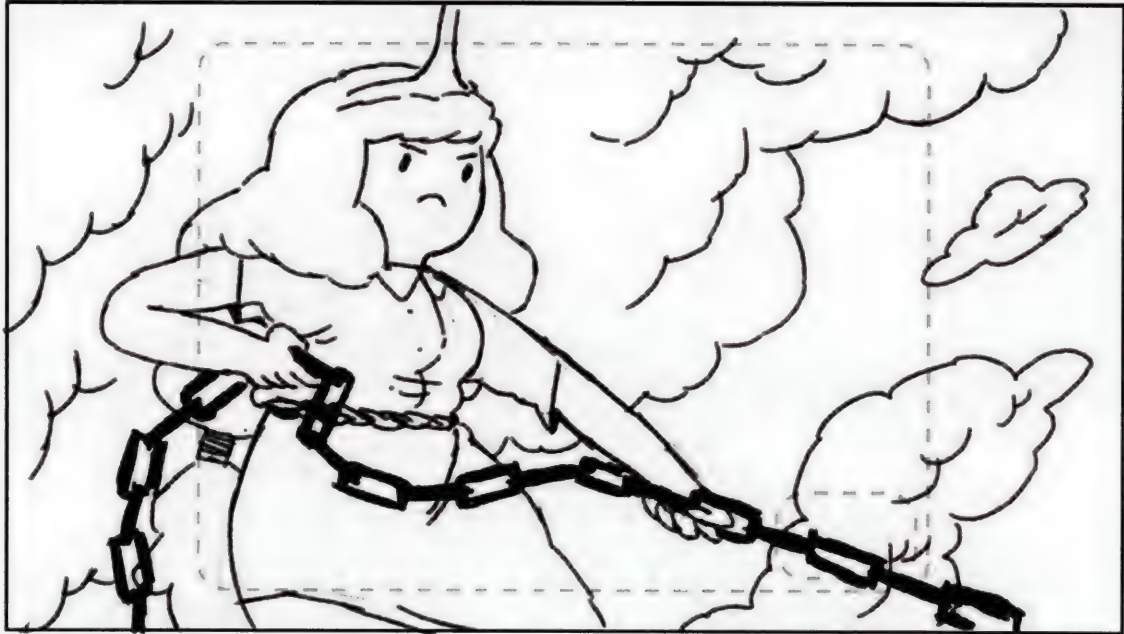
Page 221

Sc. 144

Pnl. A

Bg.

day night



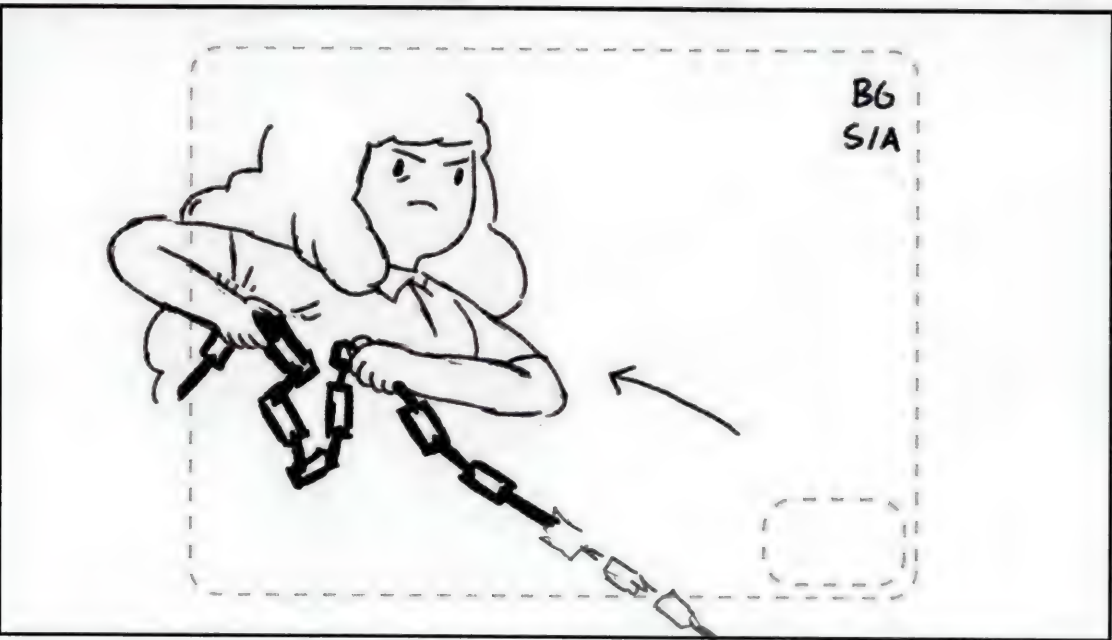
Sc. 144

cont

Pnl. B

Bg.

day night



Dialog:

BG16/(O/S) SHE IMPRISONED HIM BENEATH THE GREAT TREE

Action:

PB YANKS CHAIN

Timing:

SEP 10 2015

EPISODE # 1034-223

Production :

1034/233

1034/233

1034/233

ADVENTURE TIME



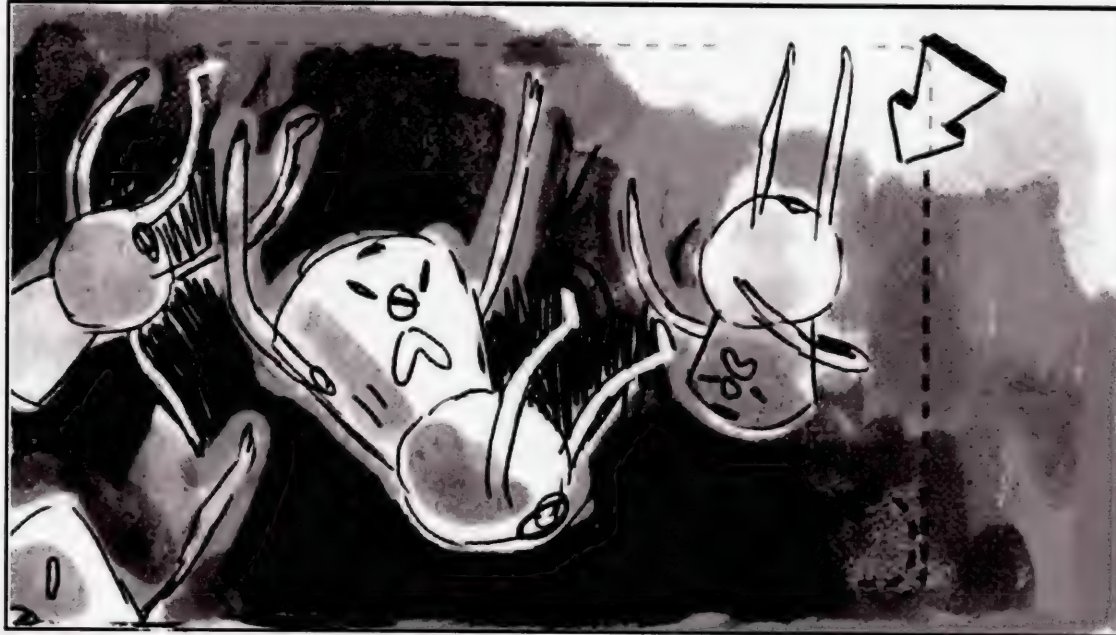
Page 222

Sc. 145

Pnl. A

Bg.

day night

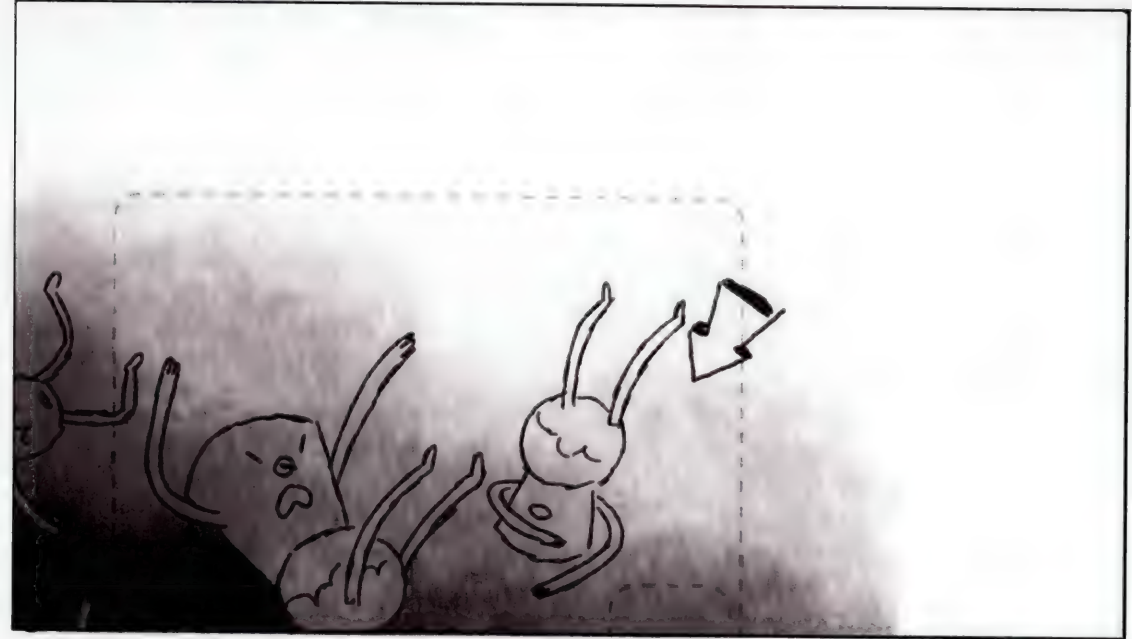


Sc. 145 *CONT*

Pnl. B

Bg.

day night



Dialog:

BG16/(O/S) AND THE RATTLEBALL BOYS?

BG16/(O/S) SHE ICED ALL THOSE GUYS!

Action:

RBS FALLING IN VOID

Timing:

SEP 10 2015

1034-223

EPISODE #

1034/233

Production :

1034/233

1034/233

ADVENTURE TIME



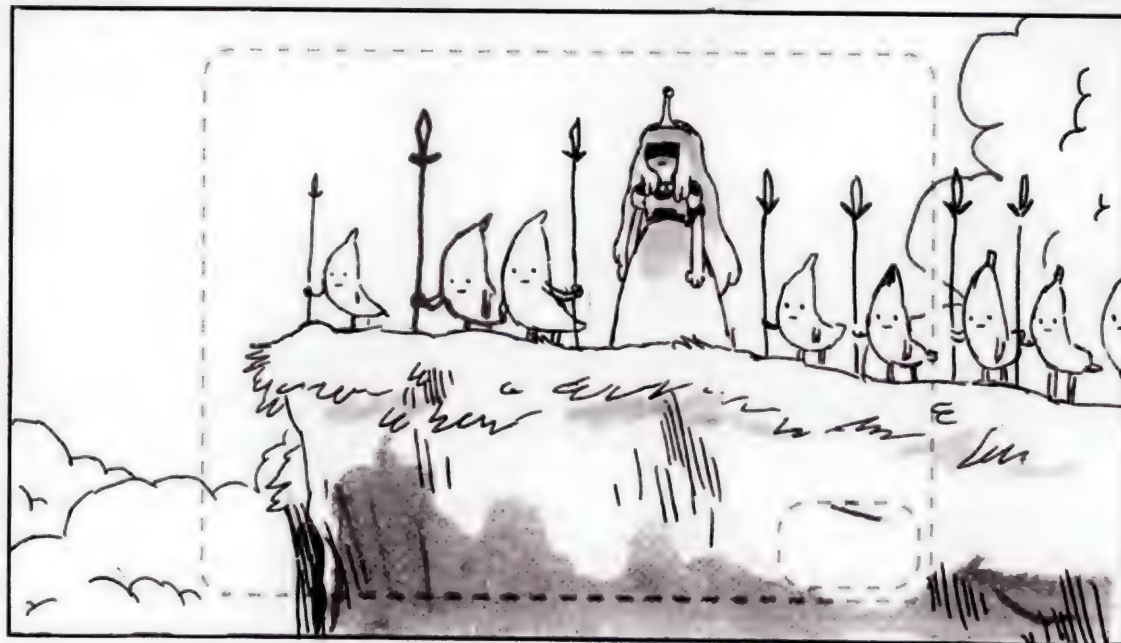
Page 223

Sc. 146

Pnl. A

Bg.

day night

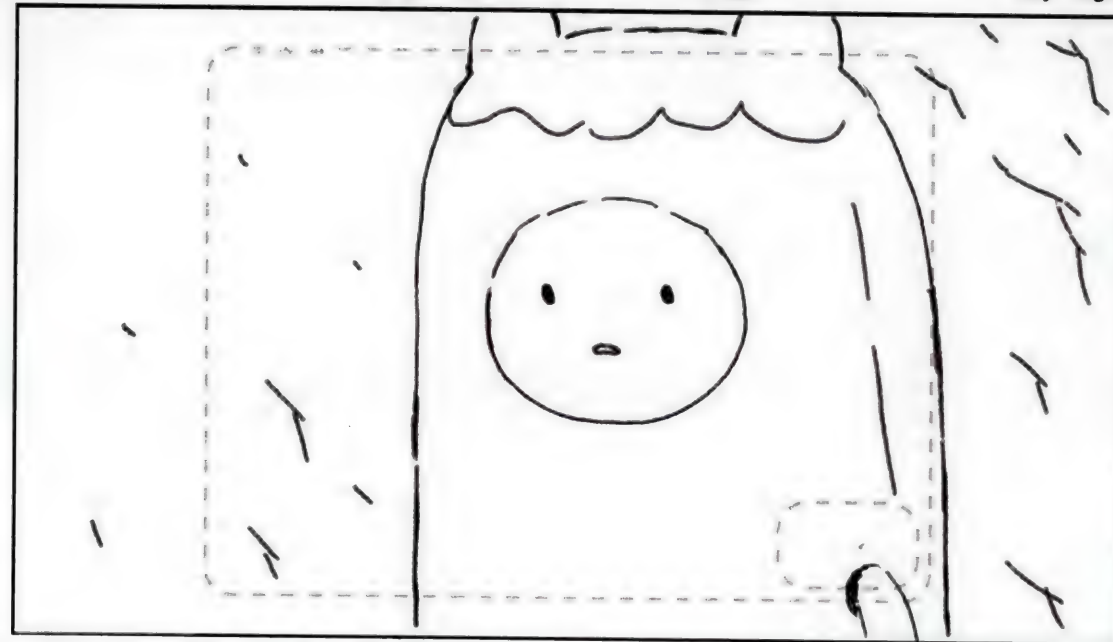


Sc. 147

Pnl. A

Bg.

day night



Dialog:

BG16/(OS) SHE'S AMAZING, AND SHE'S
flippin SCARY .

Action:

PB AND EARLY BANANA GUARD WATCHING

Timing:

SEP 10 2015

1034-223

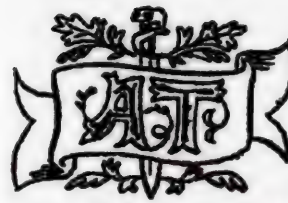
EPISODE #

1034/233

Production :

1034/233

ADVENTURE TIME



Page 224

Sc. 147 *cont*

Pnl. B

Bg.

day night

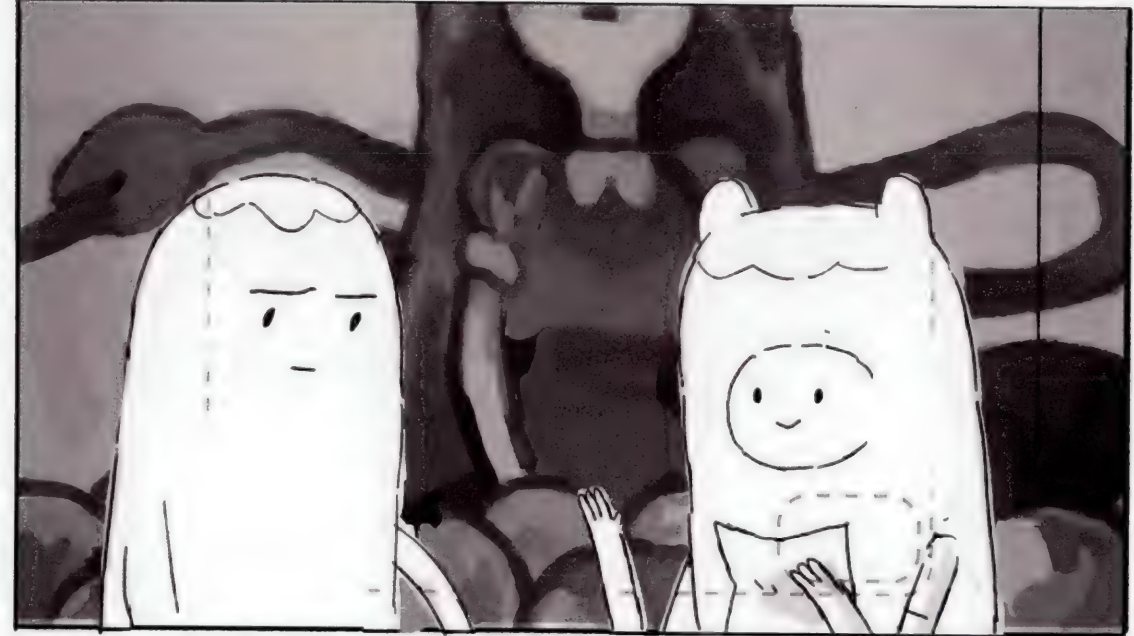


Sc. 148

Pnl. A

Bg.

day night



Dialog:

F/ ...BUT NICE !

Action:

Timing:

SEP 10 2015

Production :

ADVENTURE TIME



Page 225

Sc. 148 *CONT*

Pnl. B

Bg.

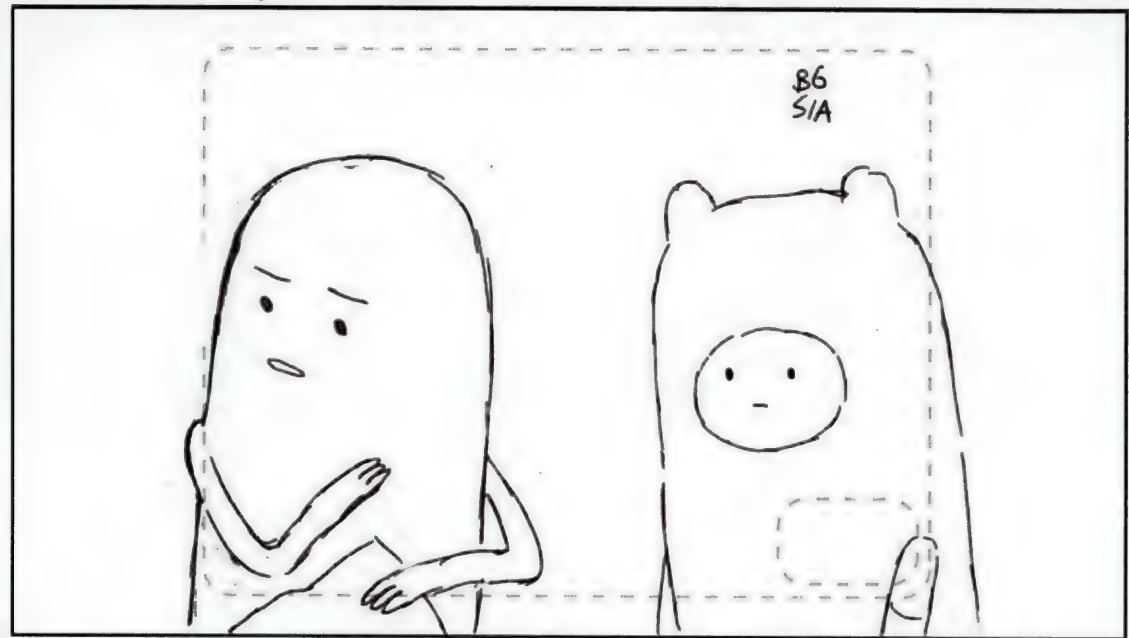
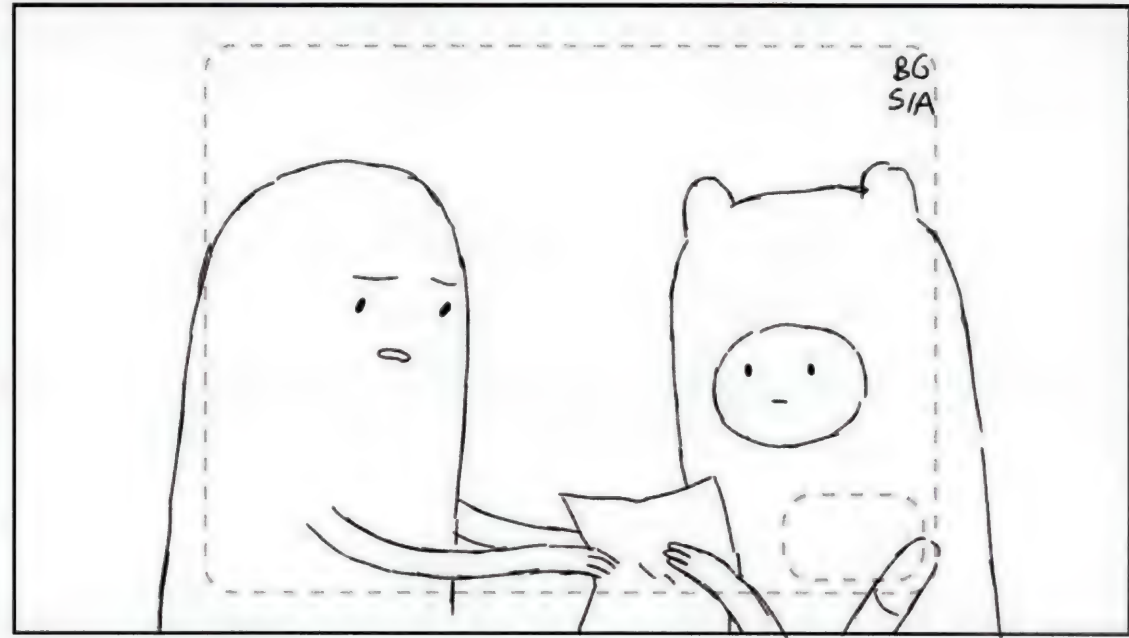
day night


Sc. 148 *CONT*

Pnl. C

Bg.

day night



Dialog:	(B) grab 	BG16/ I NEVER SHOW ANY BODY THIS PLACE. If they found me out...
Action:	BG16 TAKES PAPER FROM HIM	
Timing:	SEP 10 2015	

1034/233

EPISODE # 1034-223

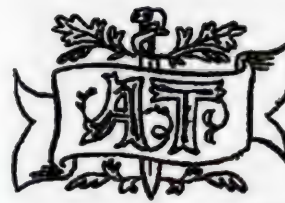
1034/233

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ADVENTURE TIME



Page 226

Sc. 149

Pnl. A

Bg.

day night

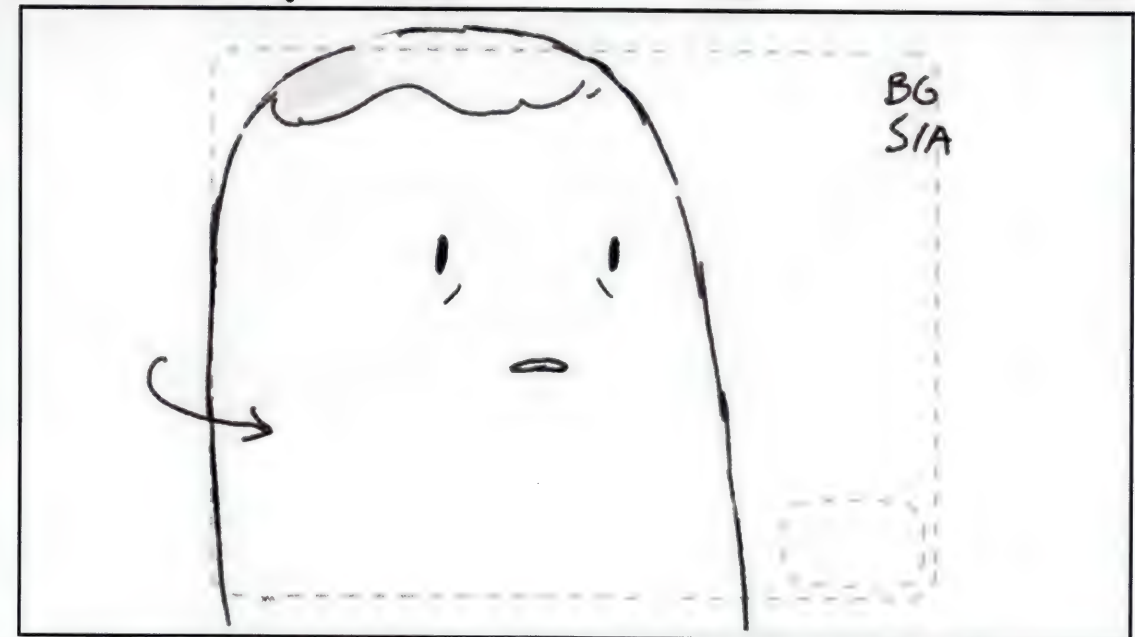


Sc. 149 *cont*

Pnl. B

Bg.

day night



Dialog:

BG16/ WHO KNOWS WHAT

BG16/ (SMALL VOICE) WHAT KIND OF DARK &
TERRIBLE FATE WOULD AWAIT ME...

Action:

Timing:

SEP 10 2015

EPISODE # 1034-223

Production :

1034/233

ADVENTURE TIME



Page 227

Sc. 149 *cont*

Pnl. C

Bg.

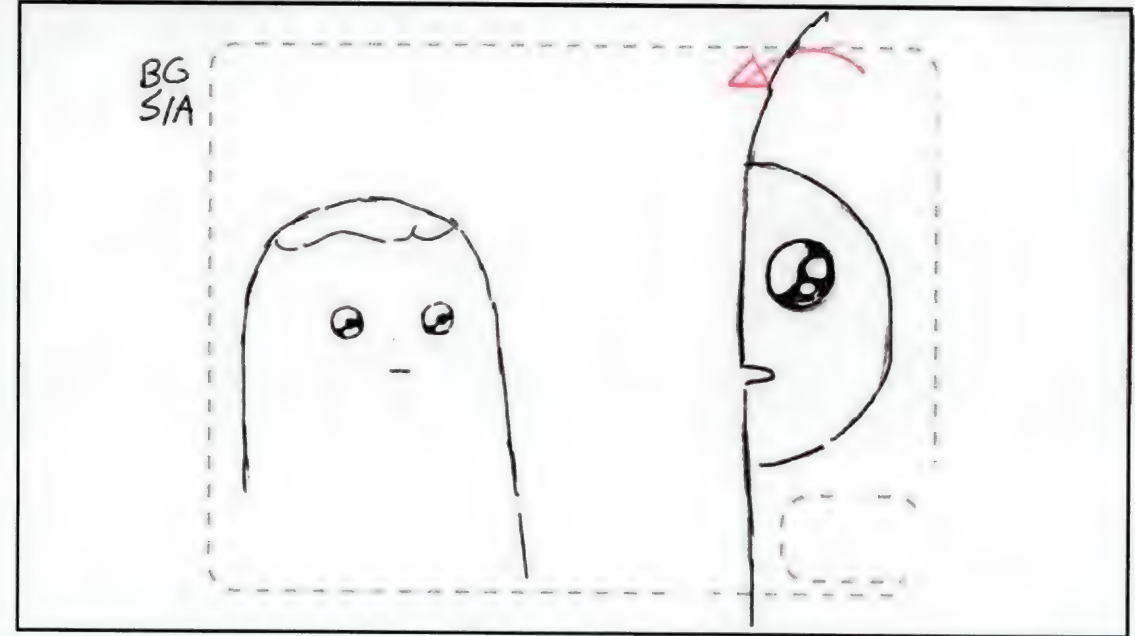
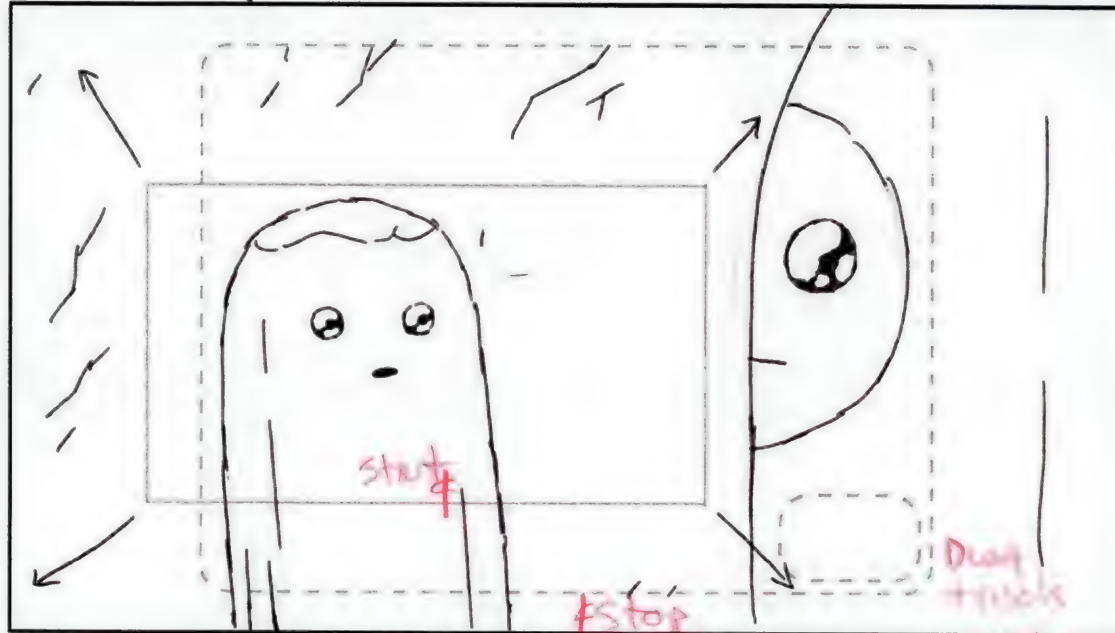
day night

Sc. 149 *cont*

Pnl. D

Bg.

day night



Dialog:

BG16/ BUT I DUNNO MAN... I TRUST YOU.
WE'RE KINDRED ARTISTIC SOULS... YOU

(WHISPERED)
F/ TOTES.

Action:



SLOW TRUCK OUT

Timing:

SEP 10 2015

1034-223

EPISODE #

1034/233

Production :

1034/233

1034/233

ADVENTURE TIME



Sc. 149 *CONT*

Pnl.

F

Bg.

day night

E

Page *228*



Dialog:

*Ink (VO)
HA HA*

Action:

PAN OVER TO J IN HOLE

Timing:

SEP 10 2015

EPISODE # 1034-223

1034/233

Production :

1034/233

ADVENTURE TIME



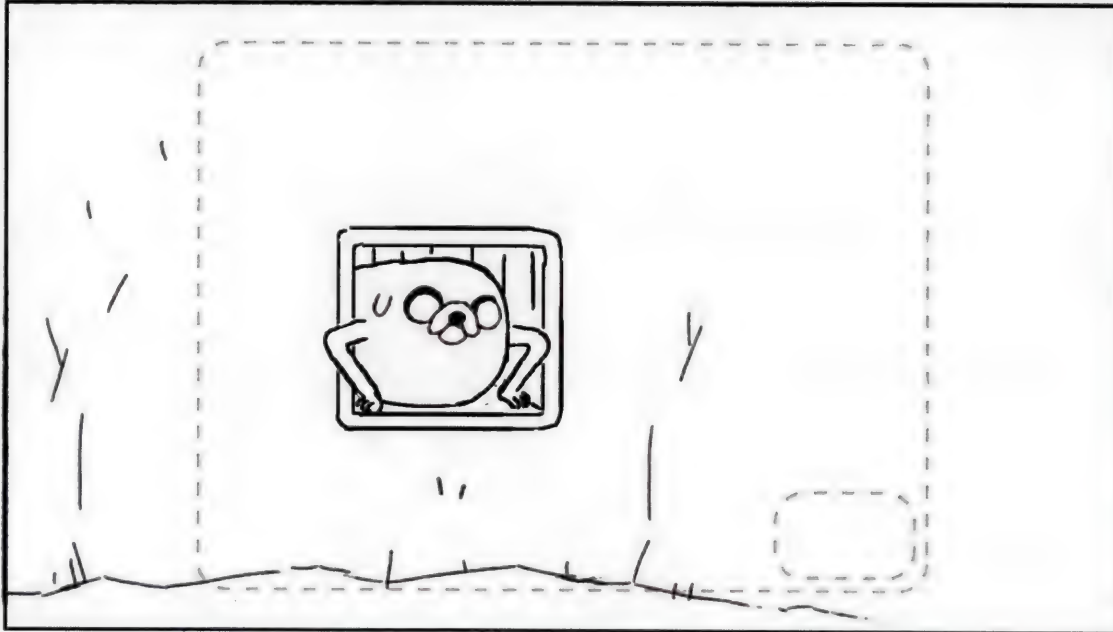
Page 229

Sc. 149 *CONT*

Pnl. F

Bg.

day night

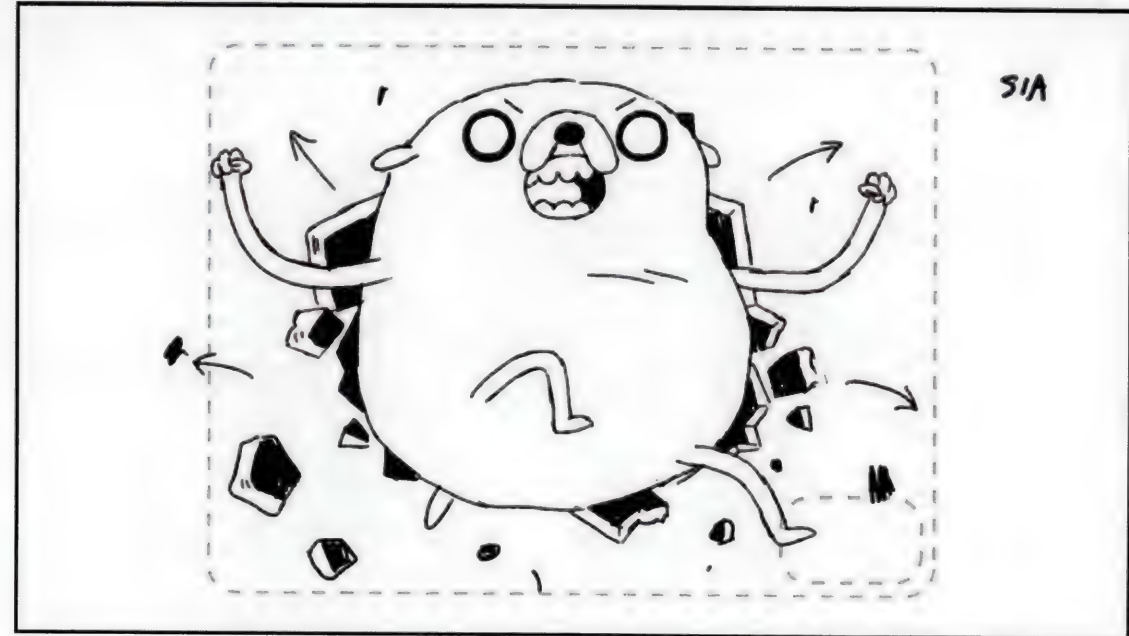


Sc. 149 *CONT*

Pnl. G

Bg.

day night



Dialog:

J/ BUST ~~~~~ EEED!

Action:

J STRETCHES BIG & BUSTS ENTRANCE HOLE APART

Timing:

SEP 10 2015

EPISODE # 1034-223

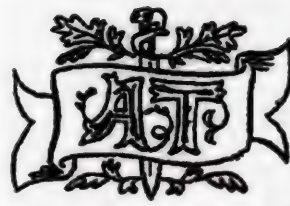
Production :

1034/233

1034/233

1034/233

ADVENTURE TIME



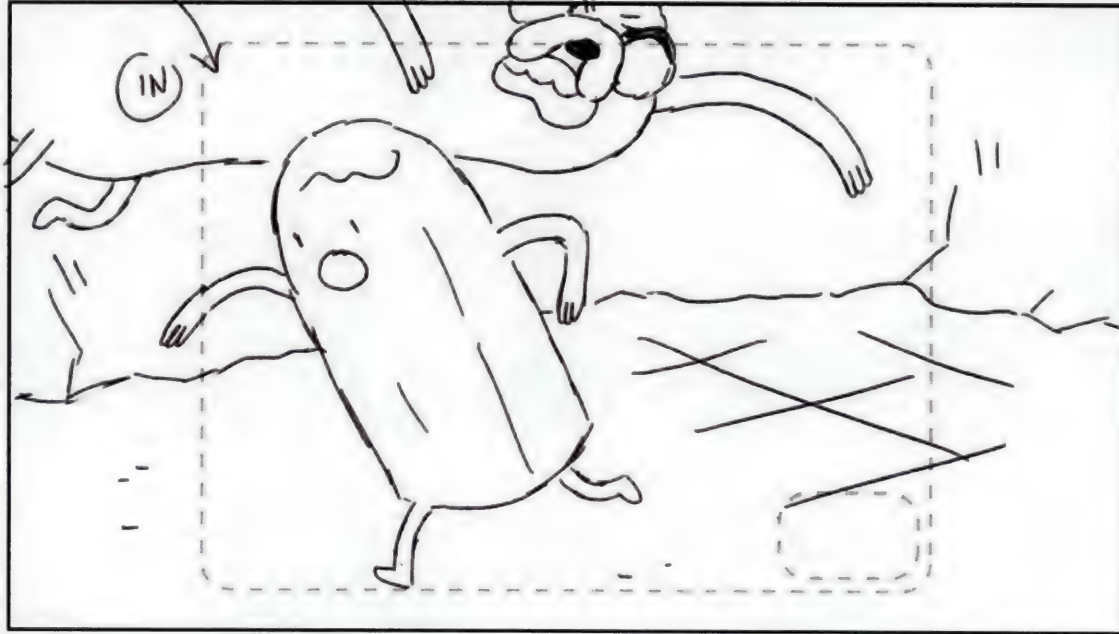
Page 230

Sc. 150

Pnl. A

Bg.

day night

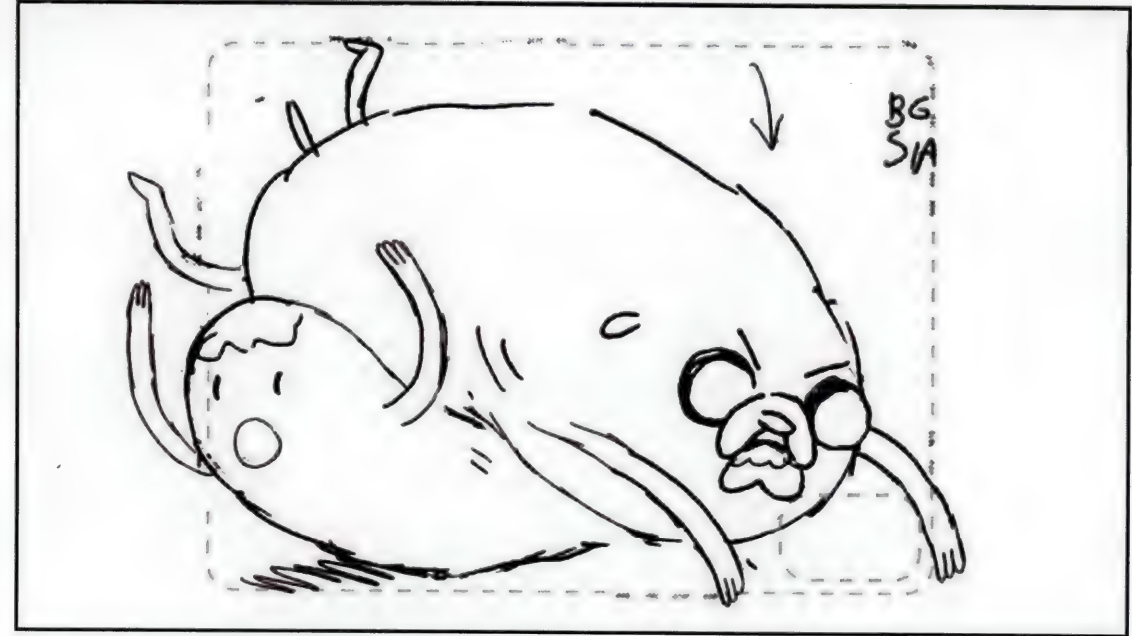


Sc. 150 CONT

Pnl. B

Bg.

day night



Dialog:

BG16/ AAH!

Action:

Timing:



J/ SLAM!

J BODY
SLAMS BG16

SEP 10 2013



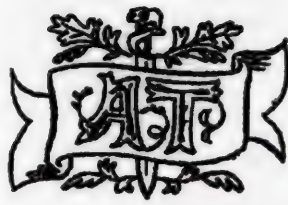
1034/233

EPISODE # 1034-223

1034/233

1034/233

ADVENTURE TIME



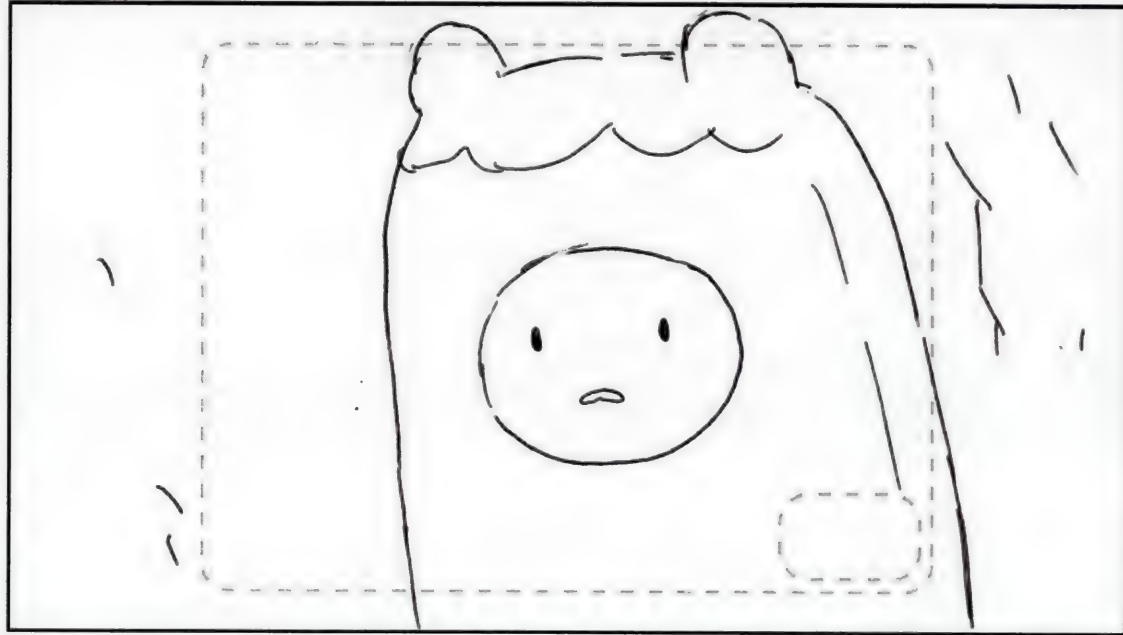
Page 231

Sc. 151

Pnl. A

Bg.

day night

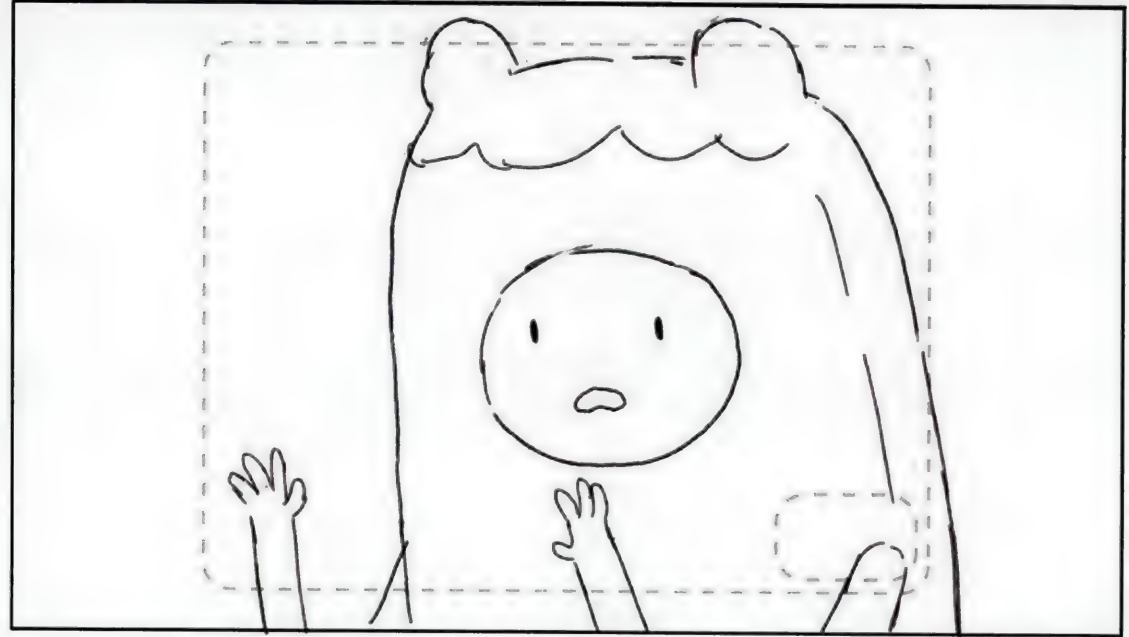


Sc. 151 *CONT*

Pnl. B

Bg.

day night



Dialog:

F / JAKE —

Action:

(SP)

Timing:

SEP 10 2015

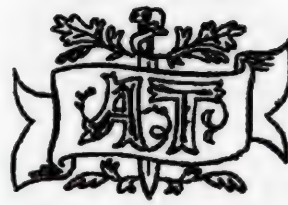
EPISODE # 1034-223

1034/233

Production :

1034/233

ADVENTURE TIME



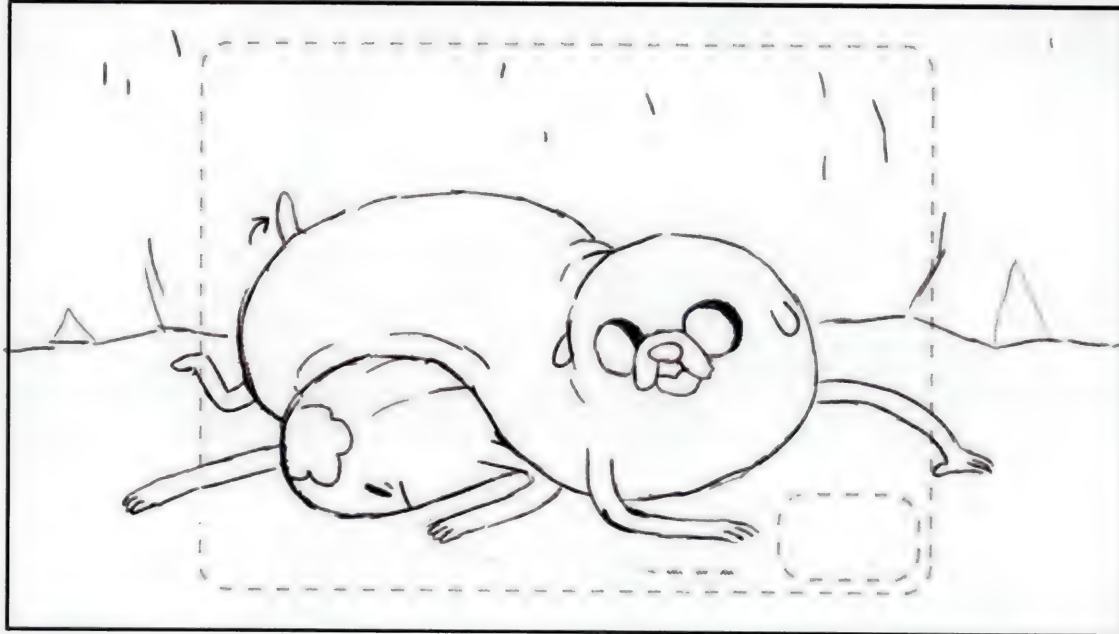
Page 232

Sc. 152

Pnl. A

Bg.

day night

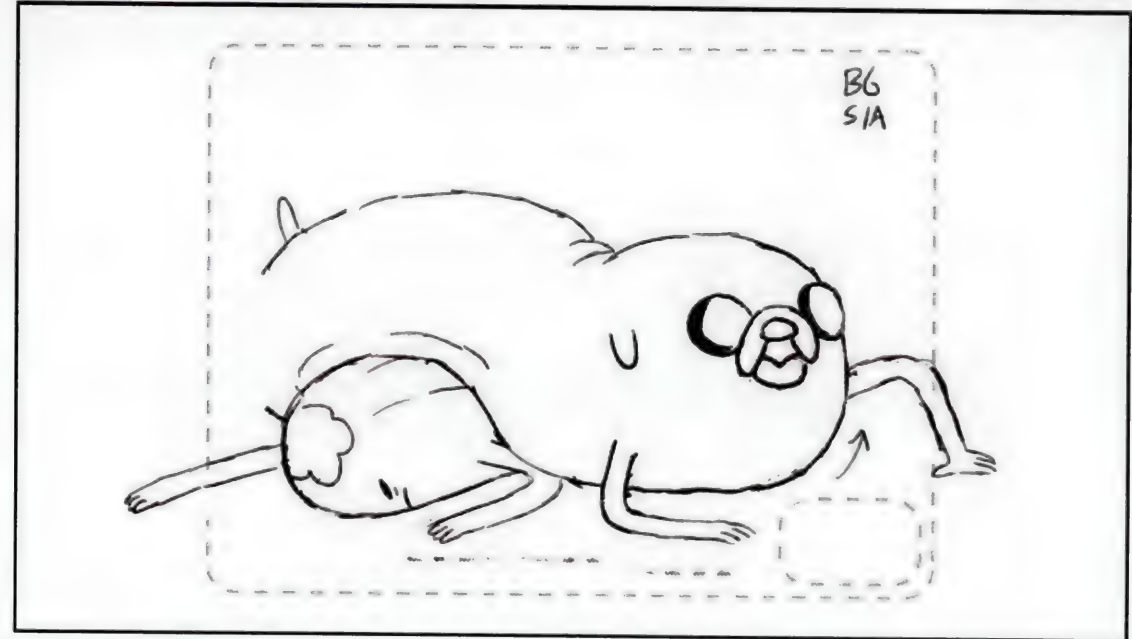


Sc. 152 *cont*

Pnl. B

Bg.

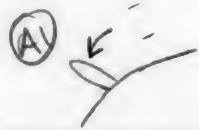
day night



Dialog:

J/ GOT HIM IN HIS HIDEY - HOLE!

Action:



J WAGGING TAIL ABABAB

Timing:

J/ GOOD WORK FINN.

SEP 10 2015

EPISODE # 1034-223

Production :

1034/233

1034/233

1034/233

ADVENTURE TIME



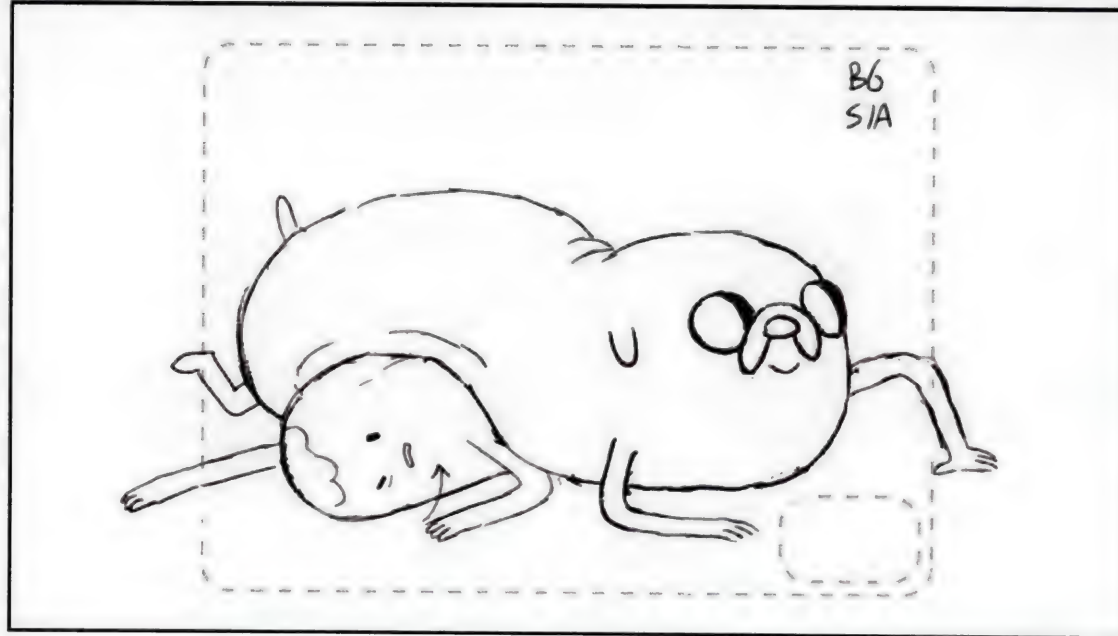
No sc 153

Page 233

Sc. 152 *cont* Pnl. C

Bg.

day night



Sc. 154

Pnl. A

Bg.

day night



Dialog:

BG16/ Good work, Finn!

BG16/ You set me up!

Action:

Timing:

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ADVENTURE TIME



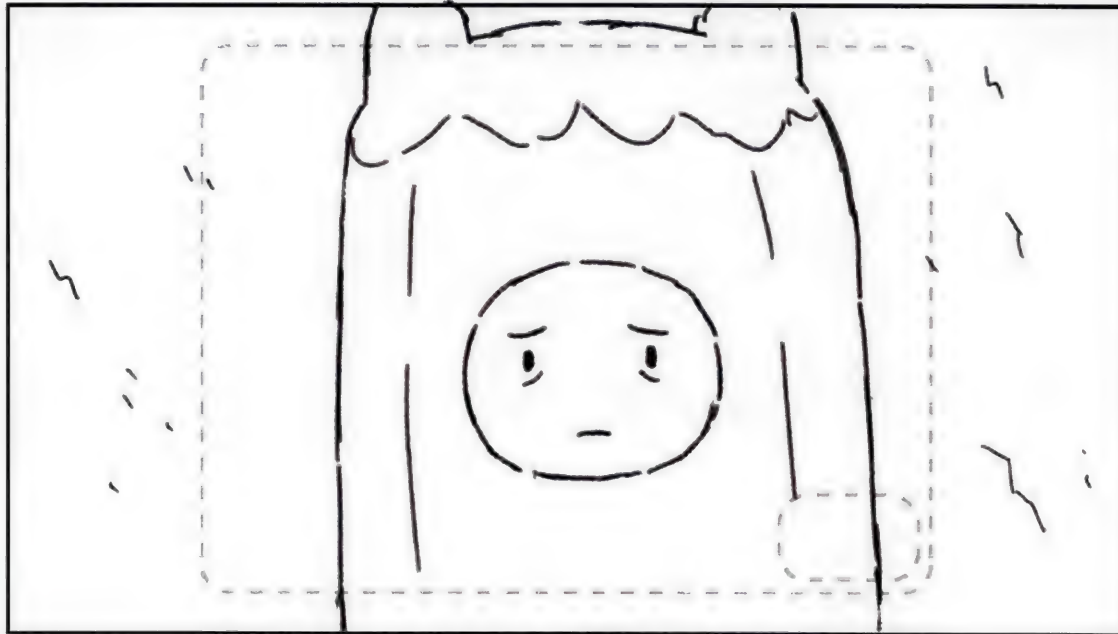
Page 234

Sc. 155

Pnl. A

Bg.

day night

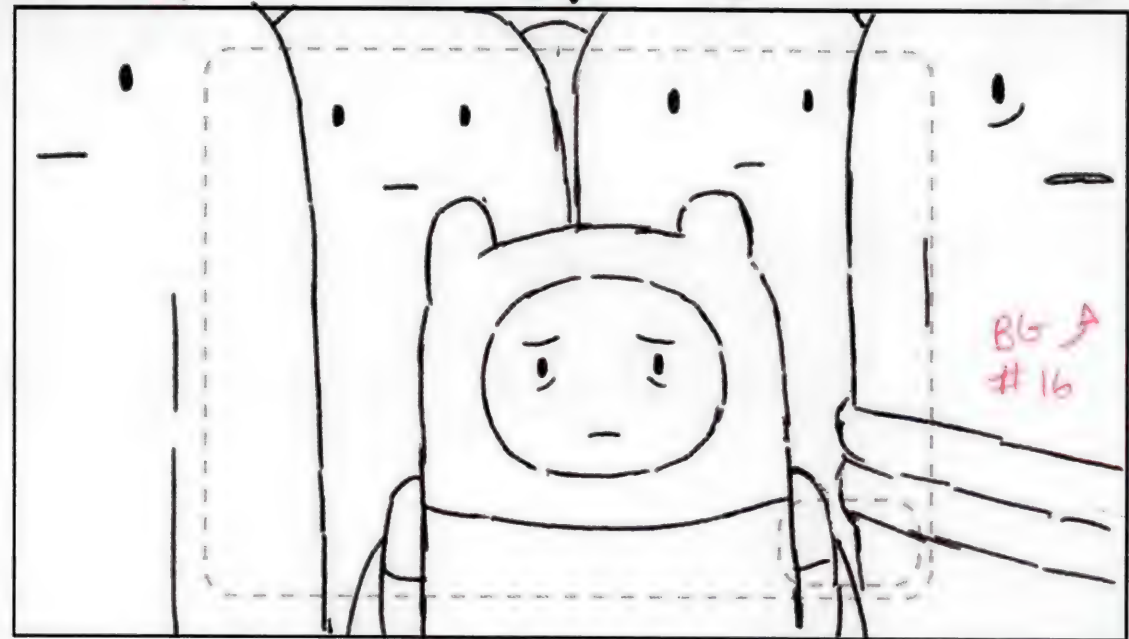


Sc. 155A

Pnl. A

Bg.

day night



Dialog:

BG 16/ (O/S) I THOUGHT YOU WERE COOL ...

Action:

BG & OUTFIT FADE TO BANANA CROWD & REG OUTFIT

Timing:

SEP 10 2015

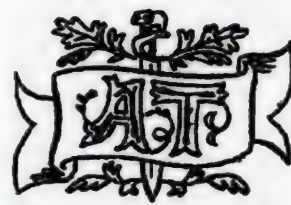
EPISODE # 1034-233

1034/233

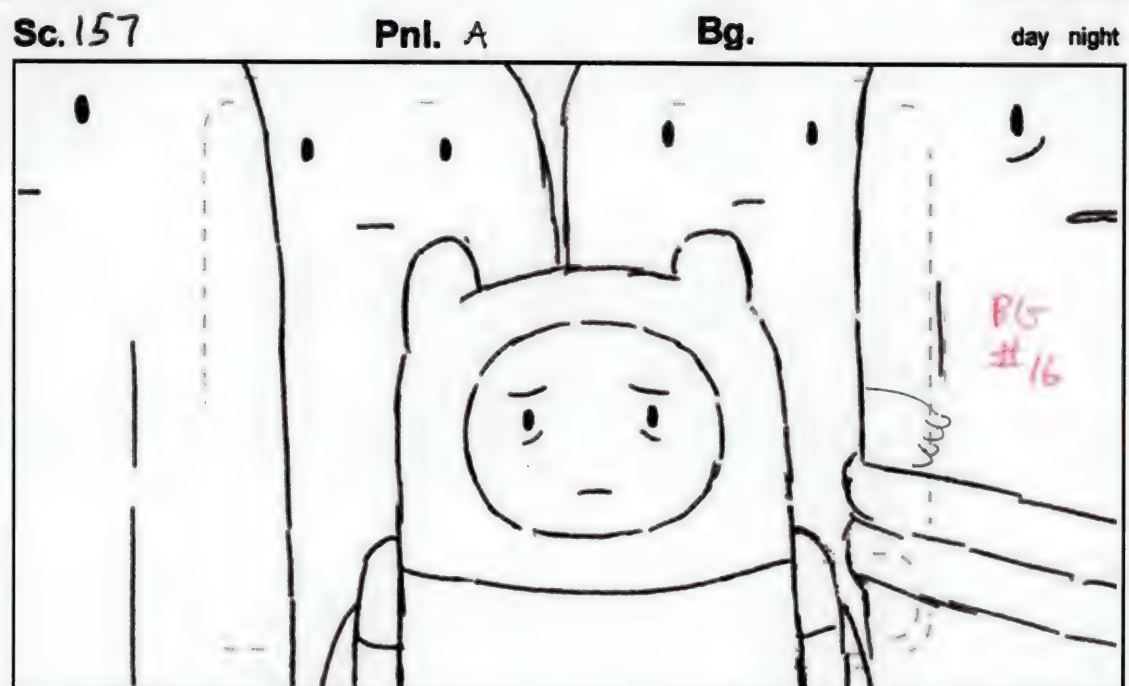
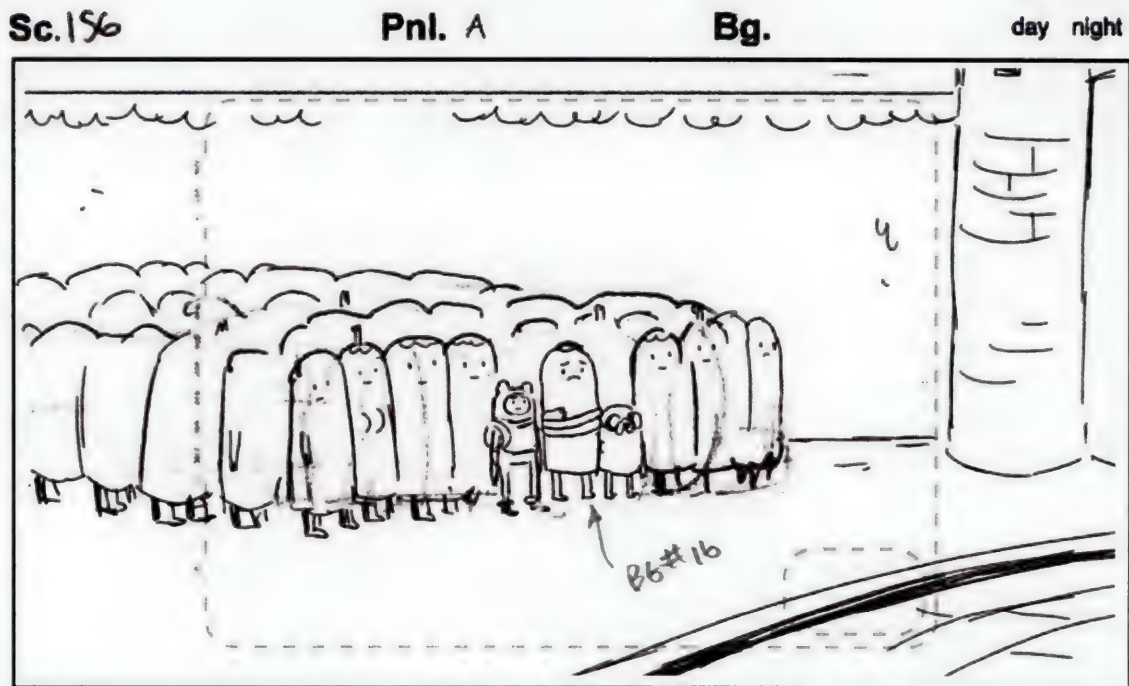
Production :

1034/233

ADVENTURE TIME



Page 235



Dialog: (VO) Finn/ Man...	
Action: BGS ASSEMBLED IN COURTYARD, F & J FLANKING BG16 AS THEIR PRISONER	
Timing: SEP 10 2015	

1034-233

EPISODE #

1034/233

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ADVENTURE TIME



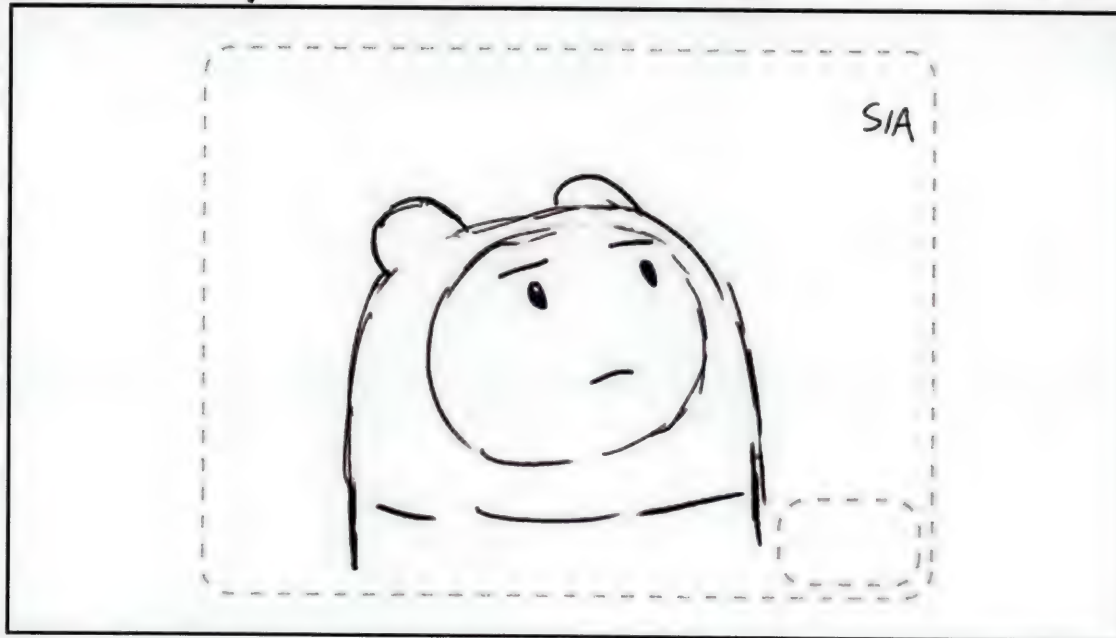
Page 236

Sc. 157 *CONT*

Pnl. B

Bg.

day night

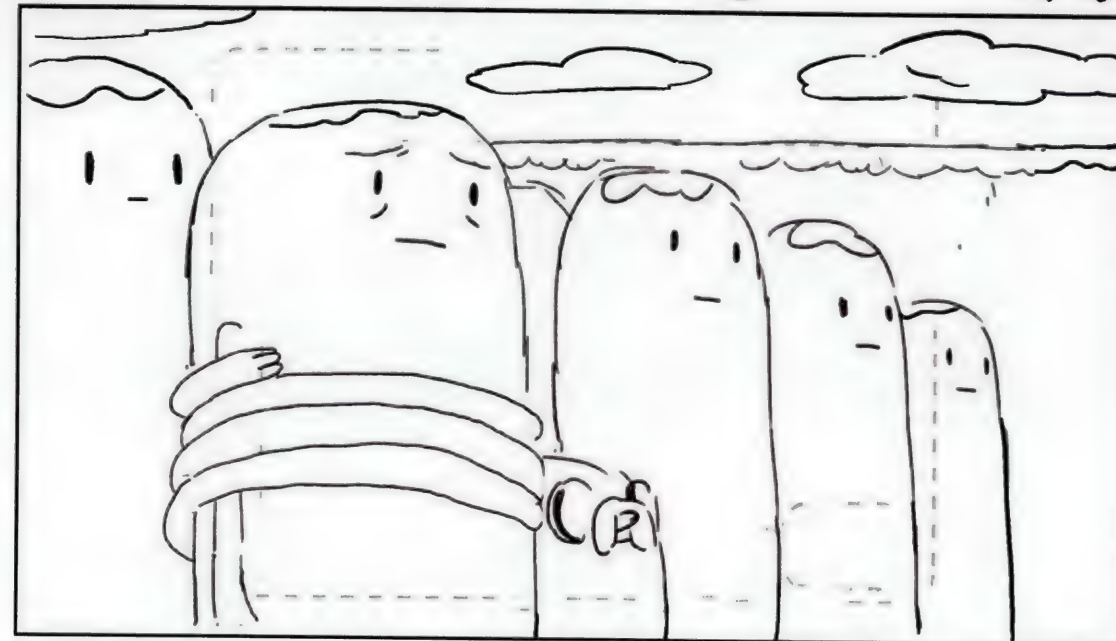


Sc. 158

Pnl. A

Bg.

day night



Dialog:

(VO)
Finn/ Guarding is rough...

(VO)

Finn/ One rando-genic mutation

B6#16 - Mmh.

Action:

F LOOKS UP @ BG 16

F's POV

SEP 10 2015

Timing:

Production :

1034-233

EPISODE #

1034/233

1034/233

ADVENTURE TIME



NO SC 160

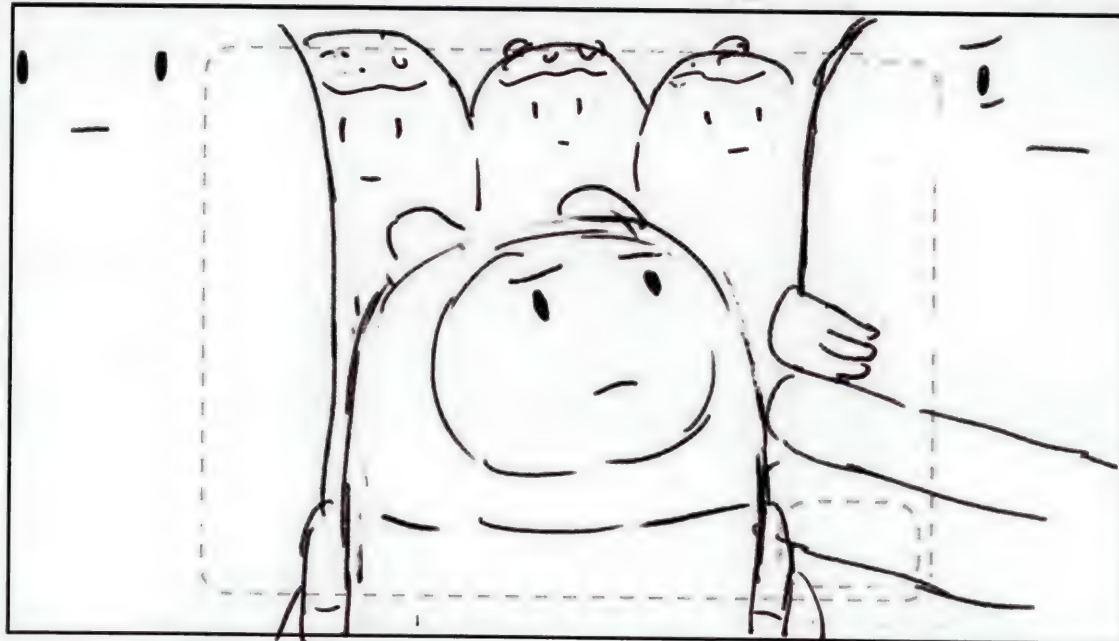
Page 237

Sc. 159

Pnl. A

Bg.

day night



Sc. 159 CONT

Pnl. B

Bg.

day night



Dialog:

(vo)

Finn/ and any one of those dudes

(vo)

Finn/ will be in the same boat as

Action:

F LOOKS @ OTHER BGS

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME



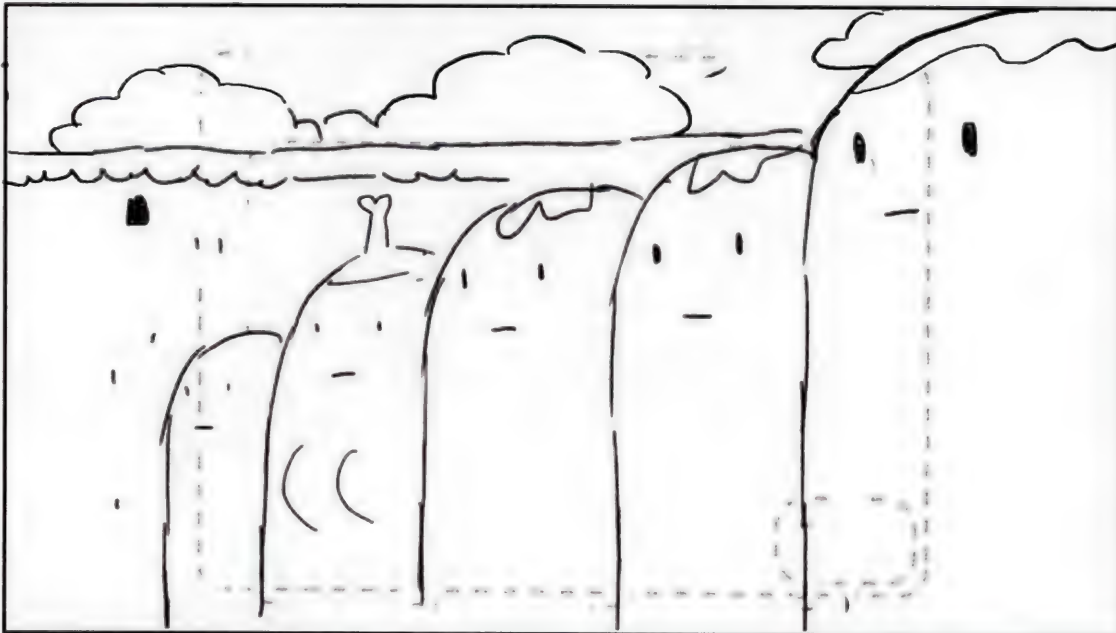
Page 238

Sc. 161

Pnl. A

Bg.

day night

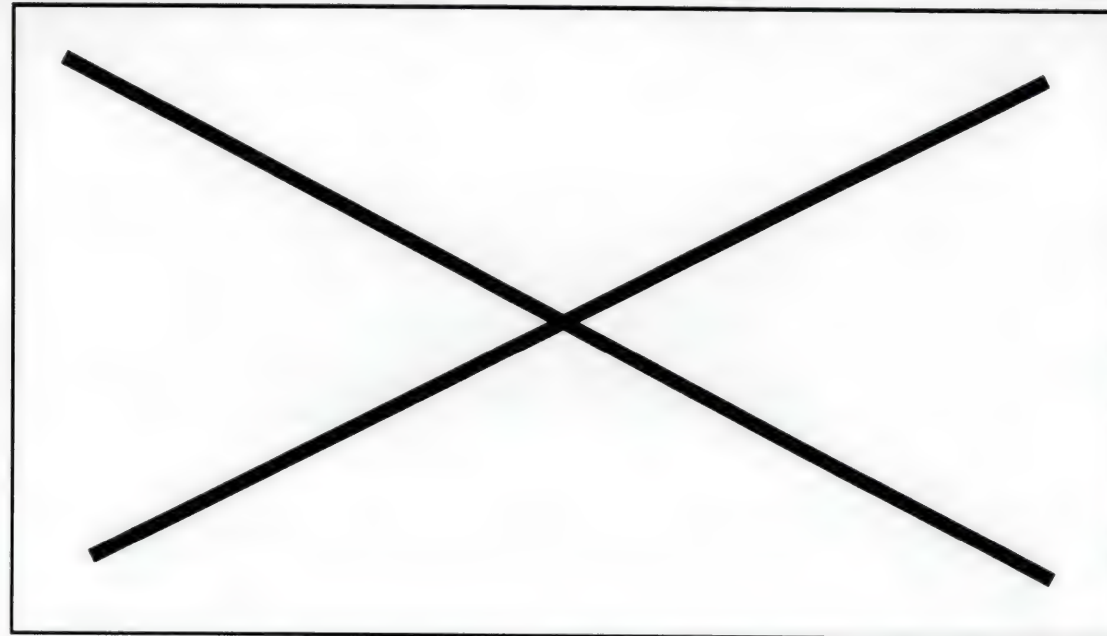


Sc.

Pnl.

Bg.

day night



Dialog:

(vo)
Finn/ BG sixteen...

Action:

LINE OF STOIC BGS, ALL LOOKING THE SAME

SEP 10 2015

Timing:

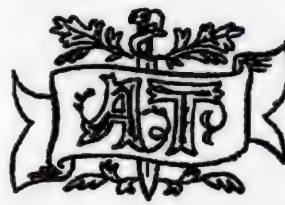
Production :

EPISODE #

1034-233

1034/233

ADVENTURE TIME



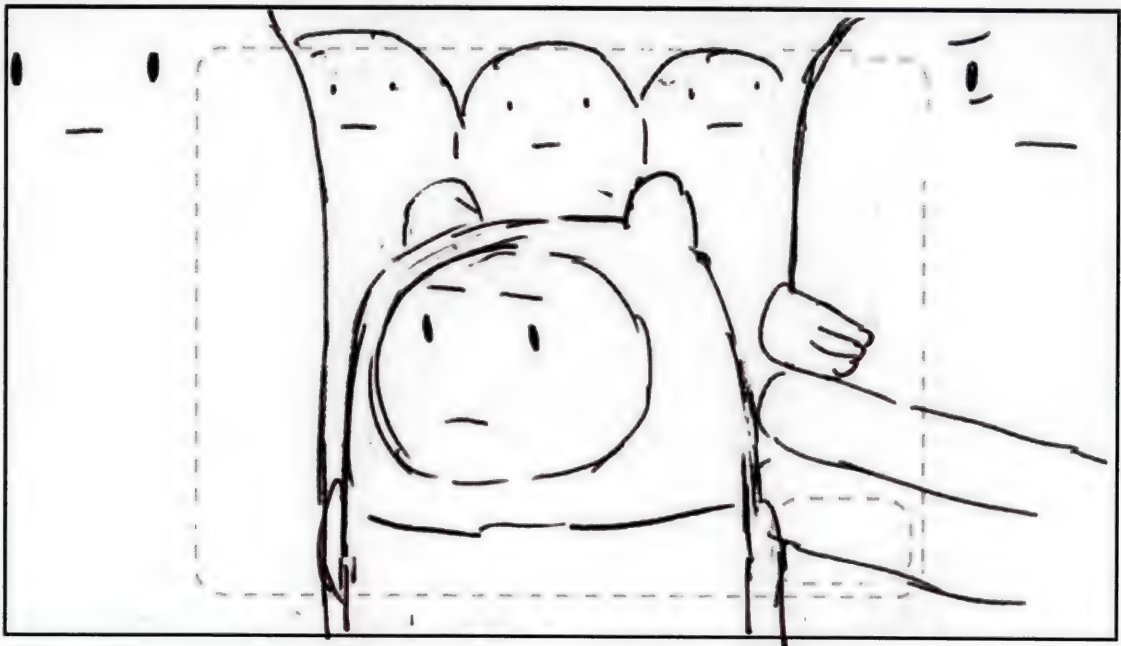
Page 239

Sc. 162

Pnl. A

Bg.

day night

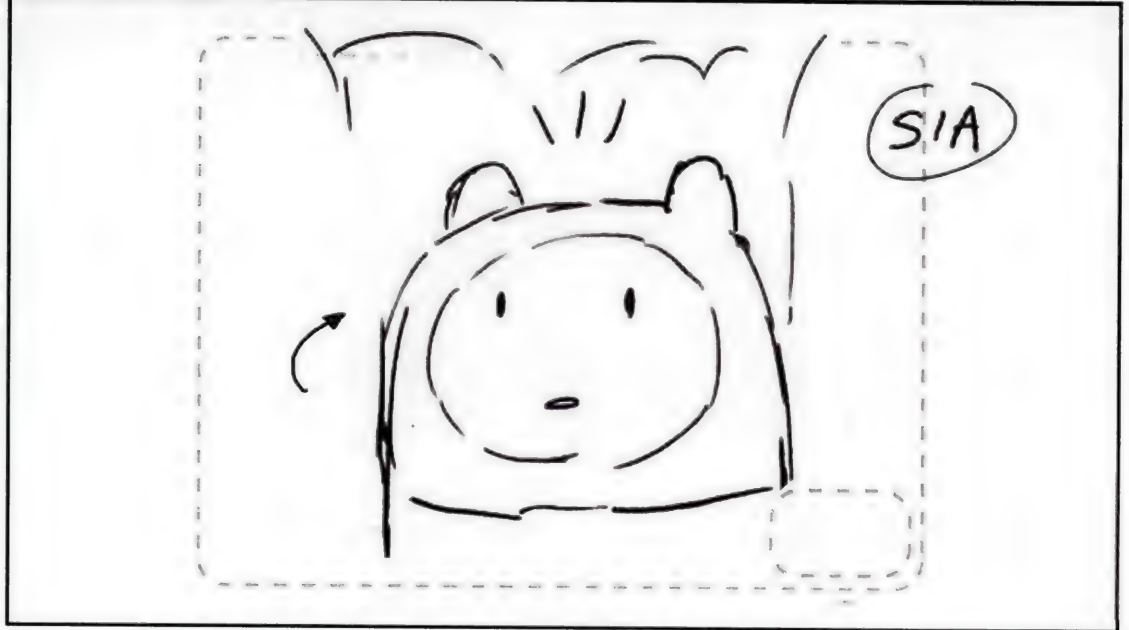


Sc. 162 *cont*

Pnl. B

Bg.

day night



Dialog:	Finn/ (GASP)...the same boat...
Action:	F REALIZES
Timing:	SEP 10 2015

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Production :

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ADVENTURE TIME



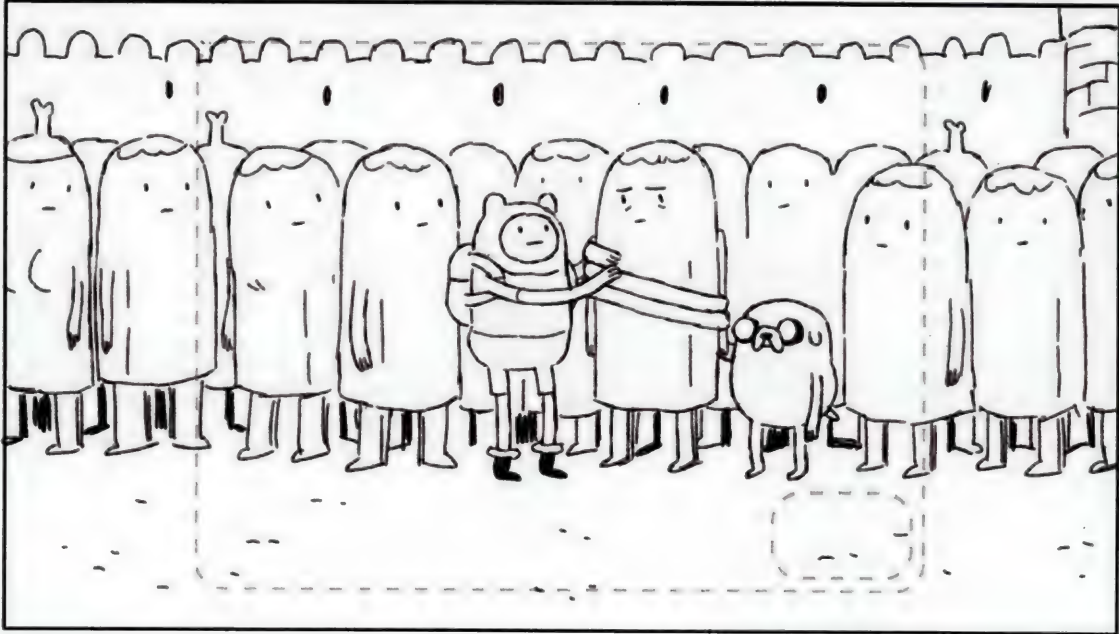
Page 240

Sc. 163

Pnl. A

Bg.

day night

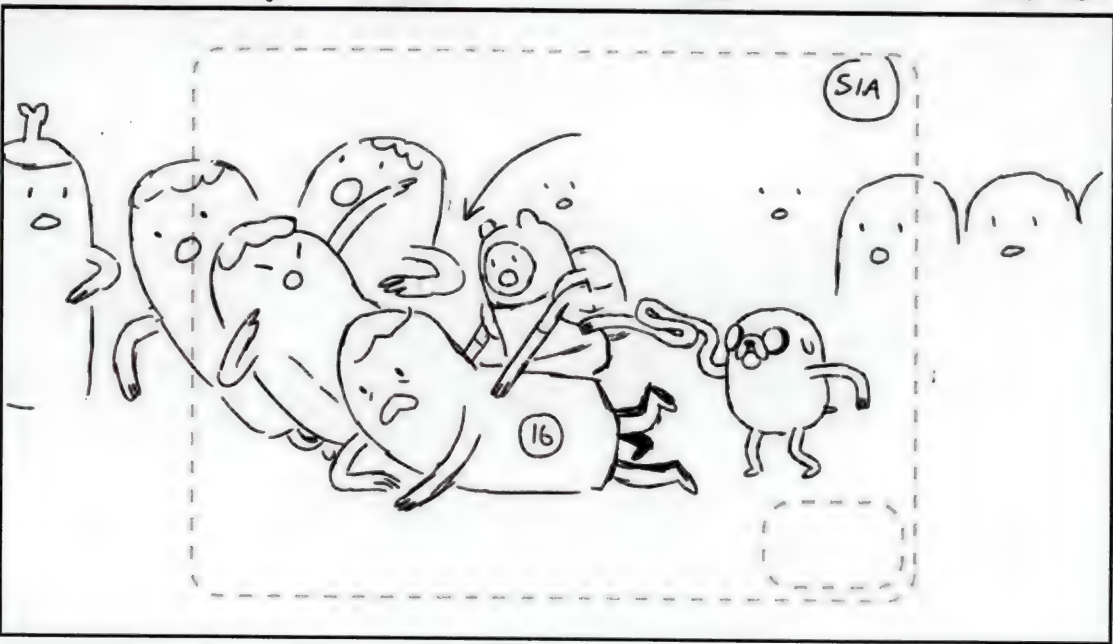


Sc. 163 *CONT*

Pnl. B

Bg.

day night



Dialog:

F/ OOOOOppppssss!

Action:

F GRABS BG16

THROWS HIM DOWN,
KNOCKING DOWN OTHER BGS

Timing:



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1034-233

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ADVENTURE TIME

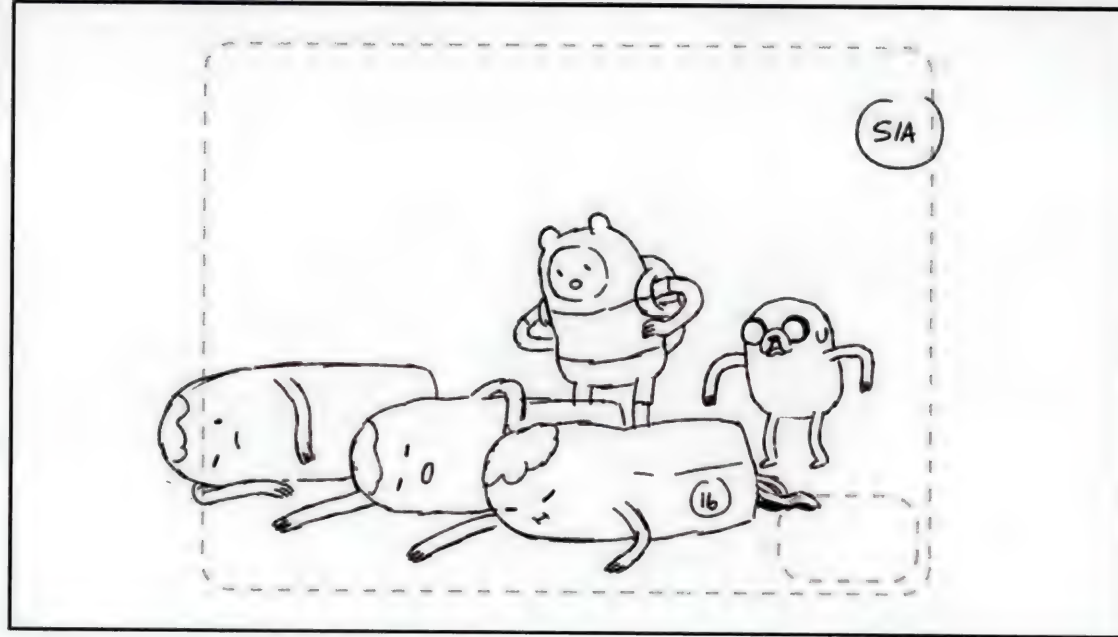


Page 241

Sc. 163 *CONT* Pnl. C

Bg.

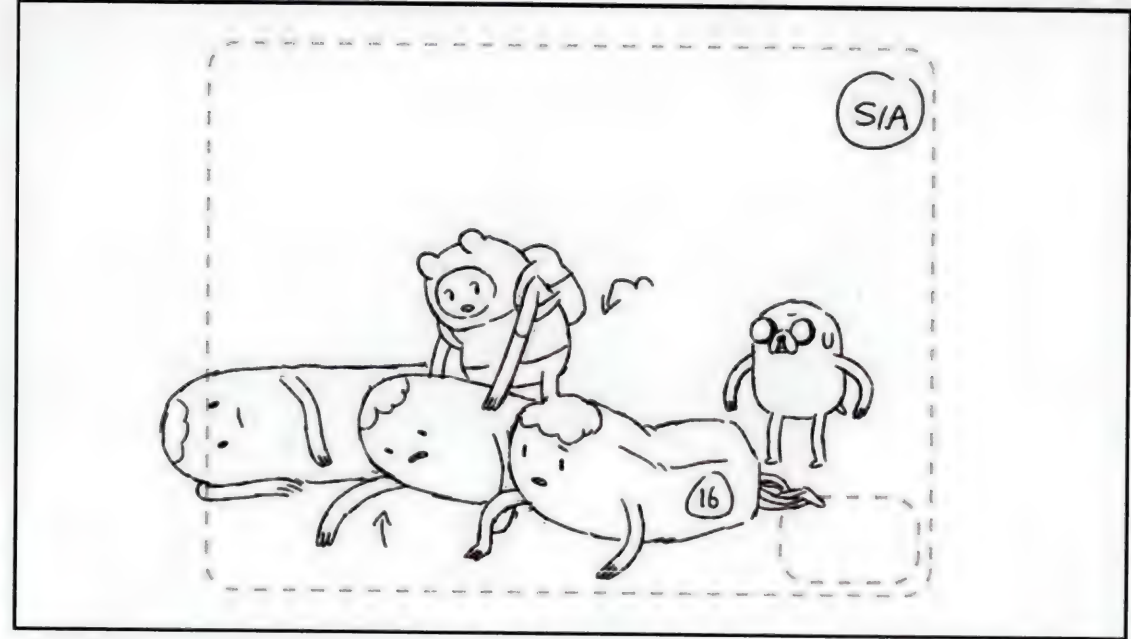
day night



Sc. 163 *CONT* Pnl. D

Bg.

day night



Dialog:

J/ WHA -

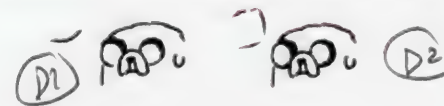
Finn/ Oh sorry man

Action:

F LOOKS AT 16 POINTEDLY

J'S EYES DART BETWEEN F AND BGS

Timing:



SEP 10 2015

1034-233

EPISODE #

1034/233

Production :

1034/233

ADVENTURE TIME



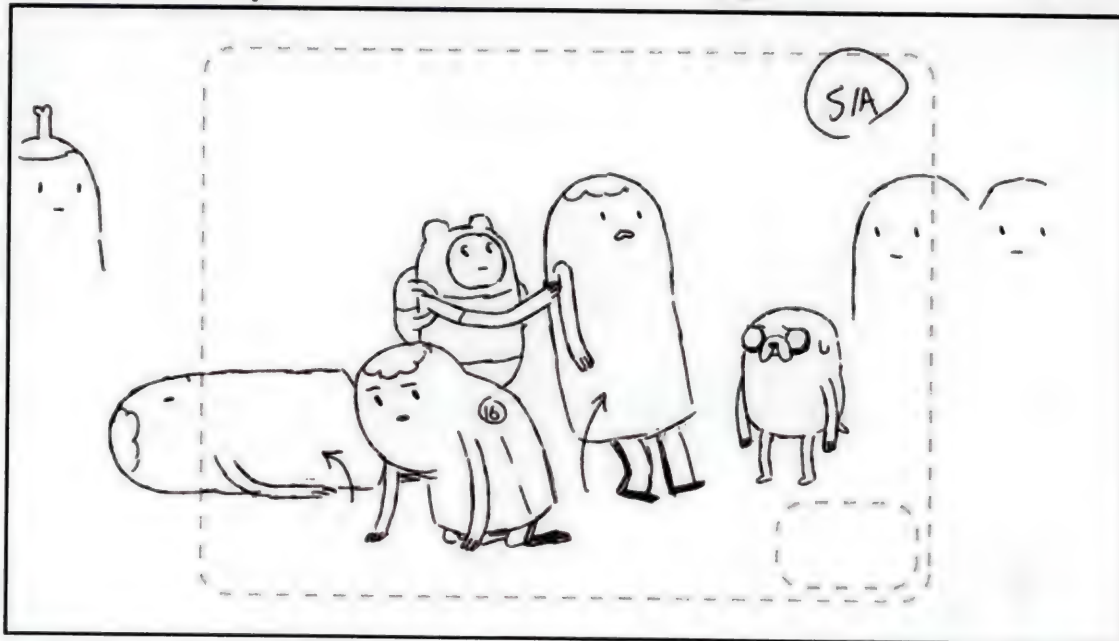
Page 242

Sc.163 *CONT*

Pnl. E

Bg.

day night

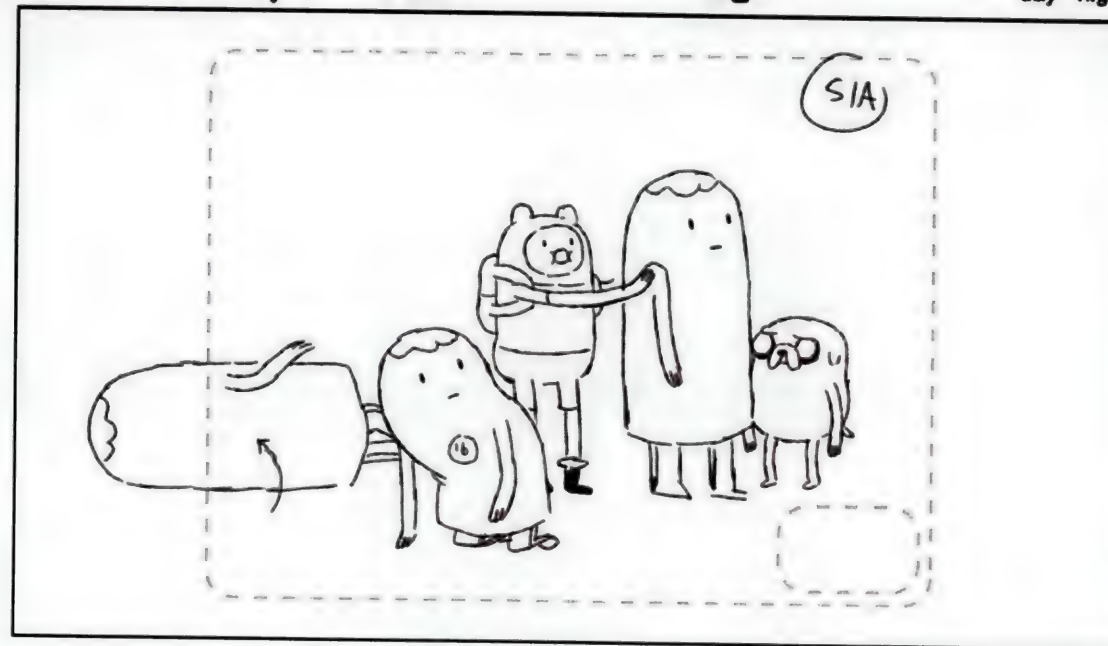


Sc. 163 *CONT*

Pnl. F

Bg.

day night



Dialog:

F/ THERE YA' GOOOO..

Action:

F PICKS UP DIFF BG

F PUTS DIFF BG IN 16'S PLACE

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

1034/233

1034/233

ADVENTURE TIME



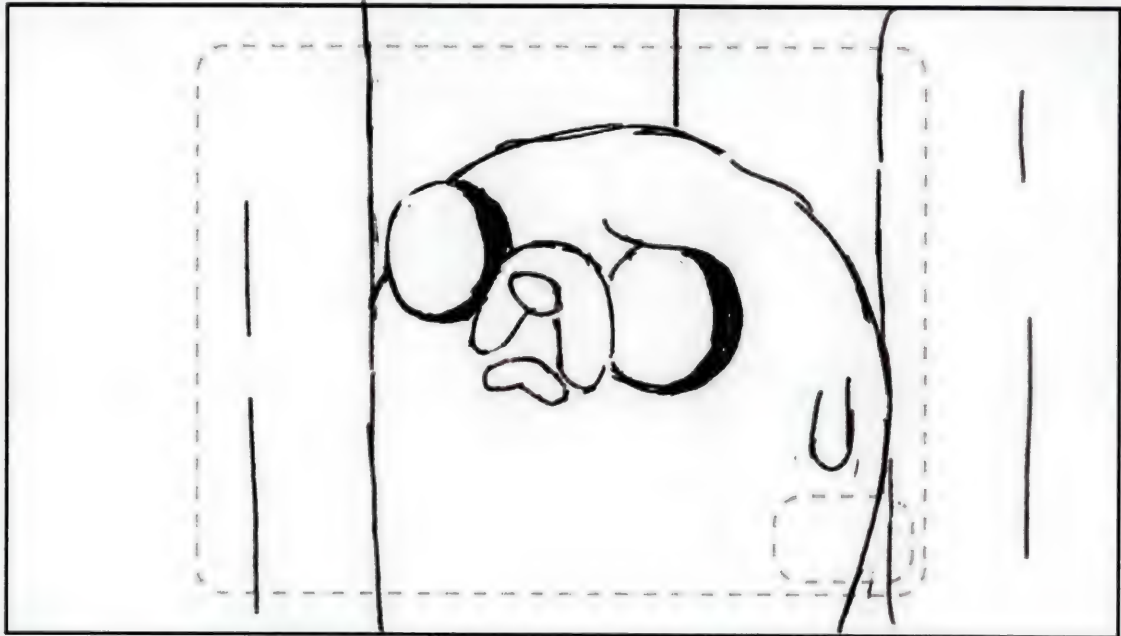
Page 243

Sc. 164

Pnl. A

Bg.

day night

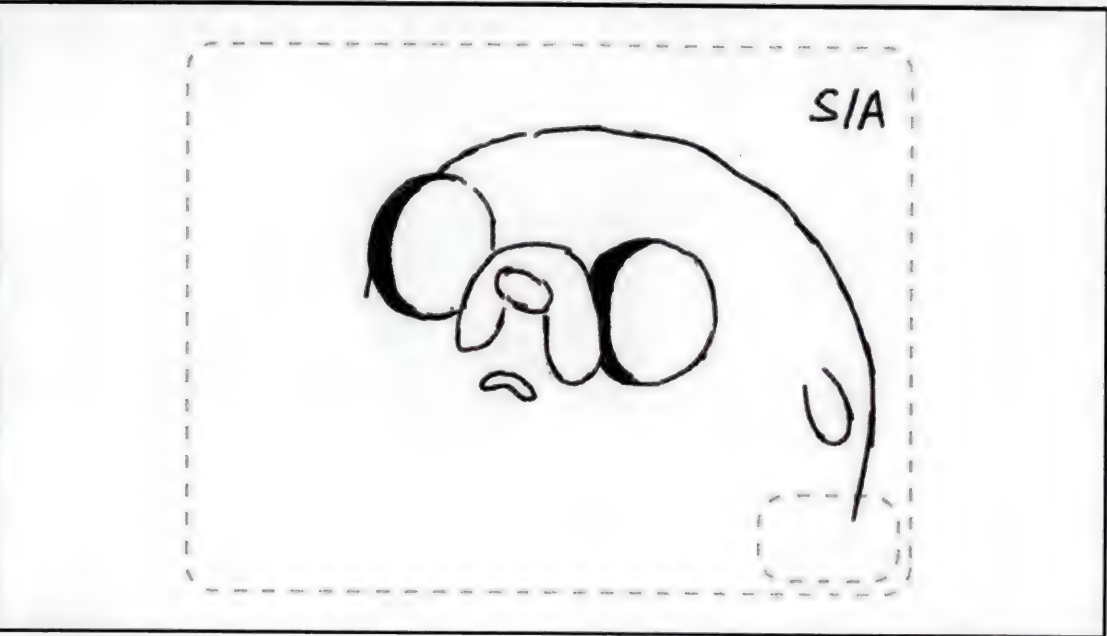


Sc. 164 *CONT*

Pnl. B

Bg.

day night



Dialog:

J/ HEY wait! THAT'S NOT THE SAME —

SFX / (OS) * BUGLE *

Action:

J CUT OFF BY BUGLE

Timing:

SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME

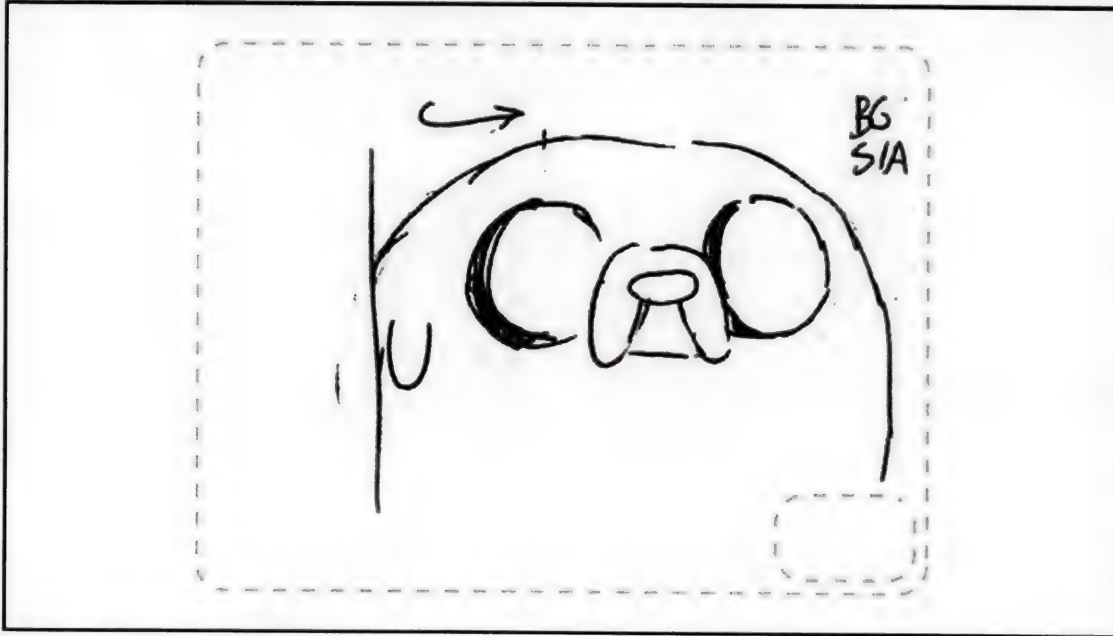


Page 244

Sc. 164 *CONT* Pnl. C

Bg.

day night

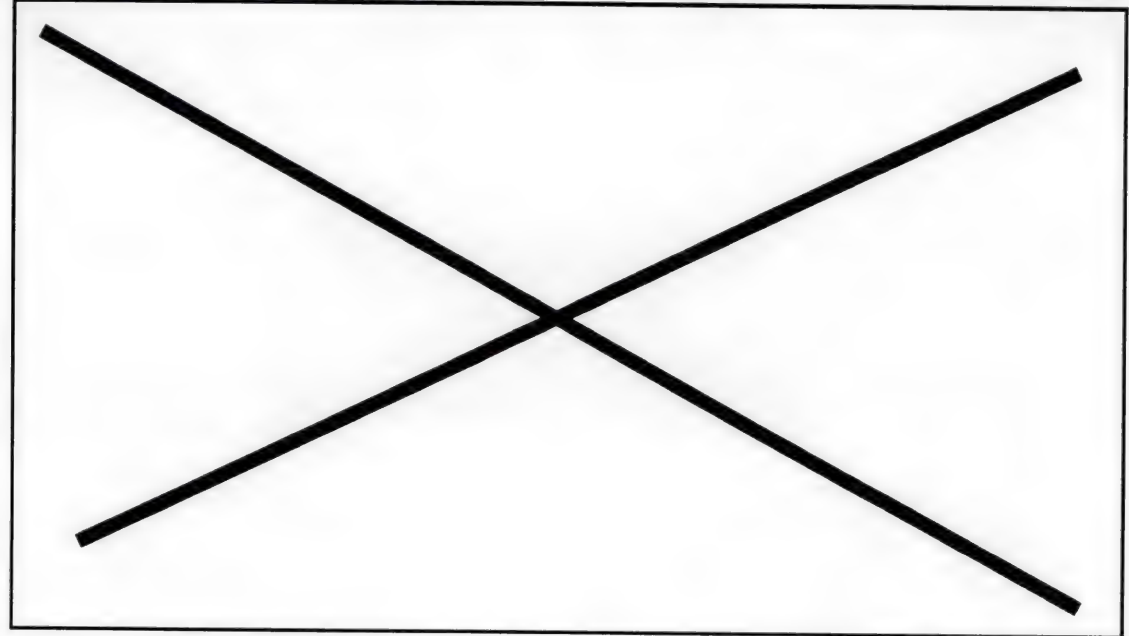


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

1034/233

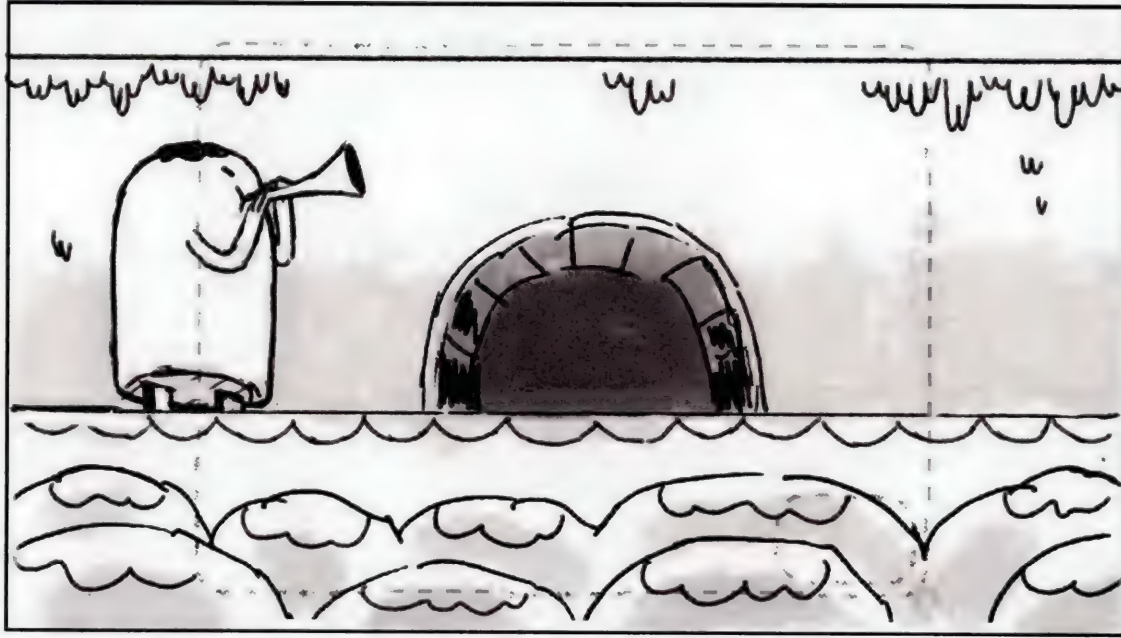
ADVENTURE TIME



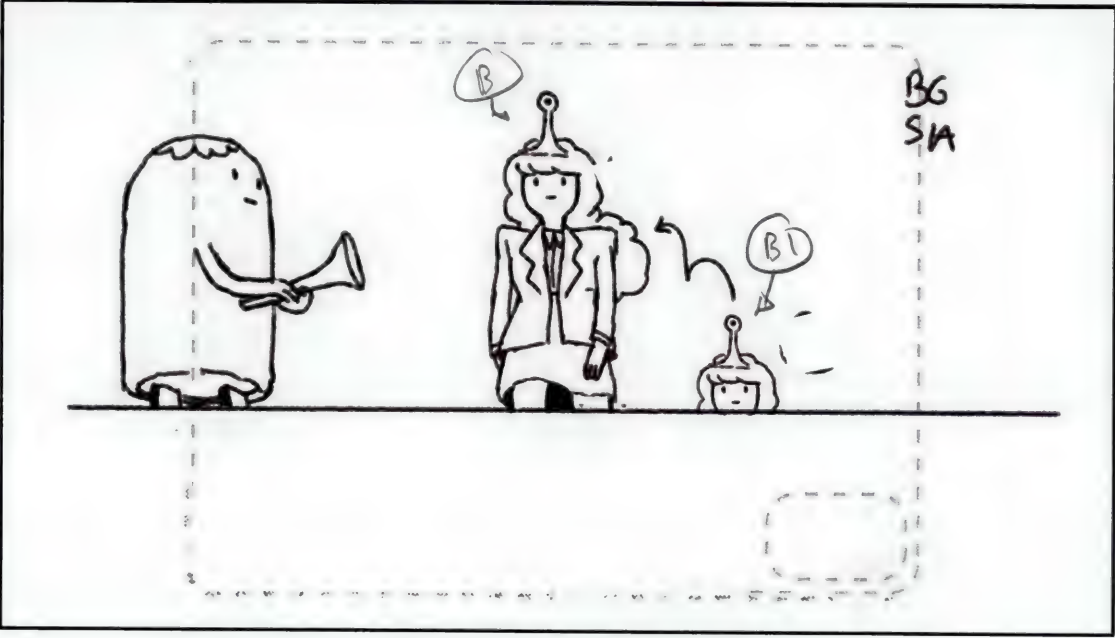
NO SC66

Page 245

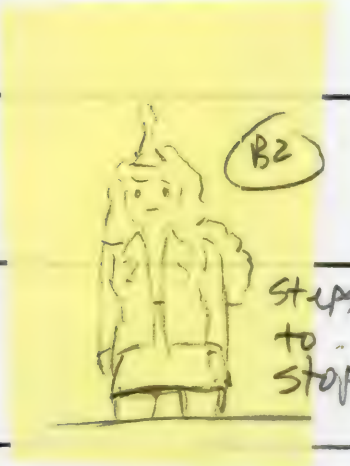
Sc. 165 Pnl. A Bg. day night



Sc. 165 *cont* Pnl. B Bg. day night



Dialog:	SFX / * QUIET FOOTSTEPS APPROACHING * * BUGLE *	SFX / * HEELS ON FLOOR *
Action:		PB IN POWERSUIT WALKS TO EDGE OF STAGE
Timing:		SEP 10 2015



EPISODE # 1034-233

1034/233

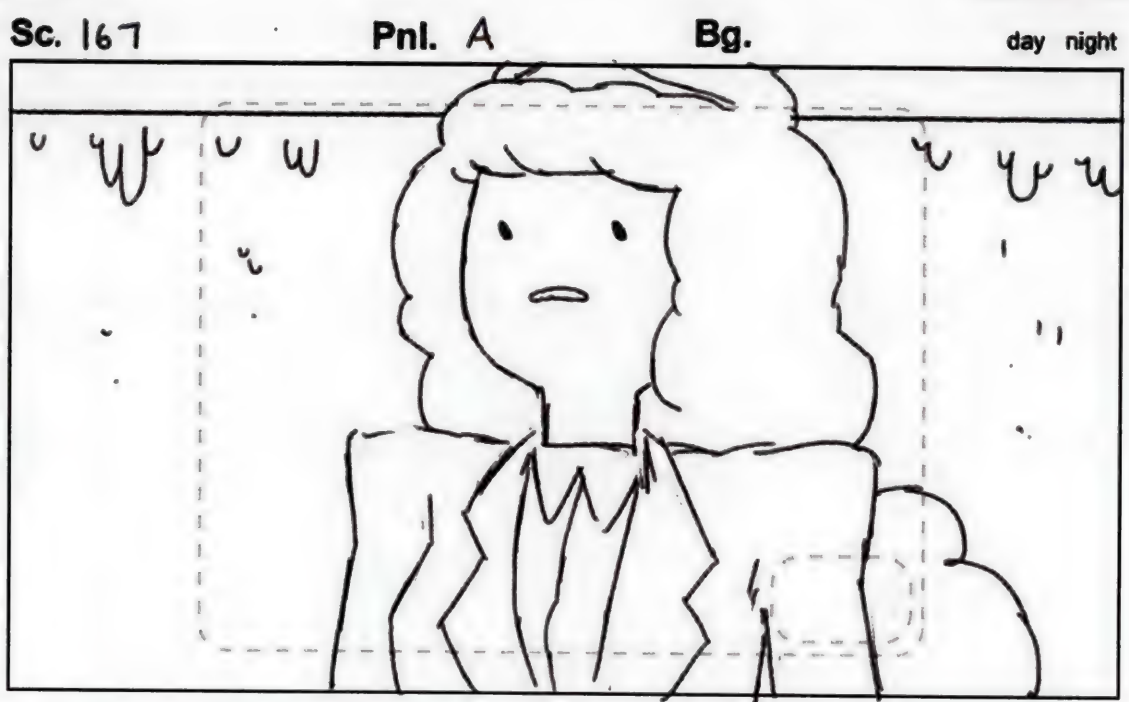
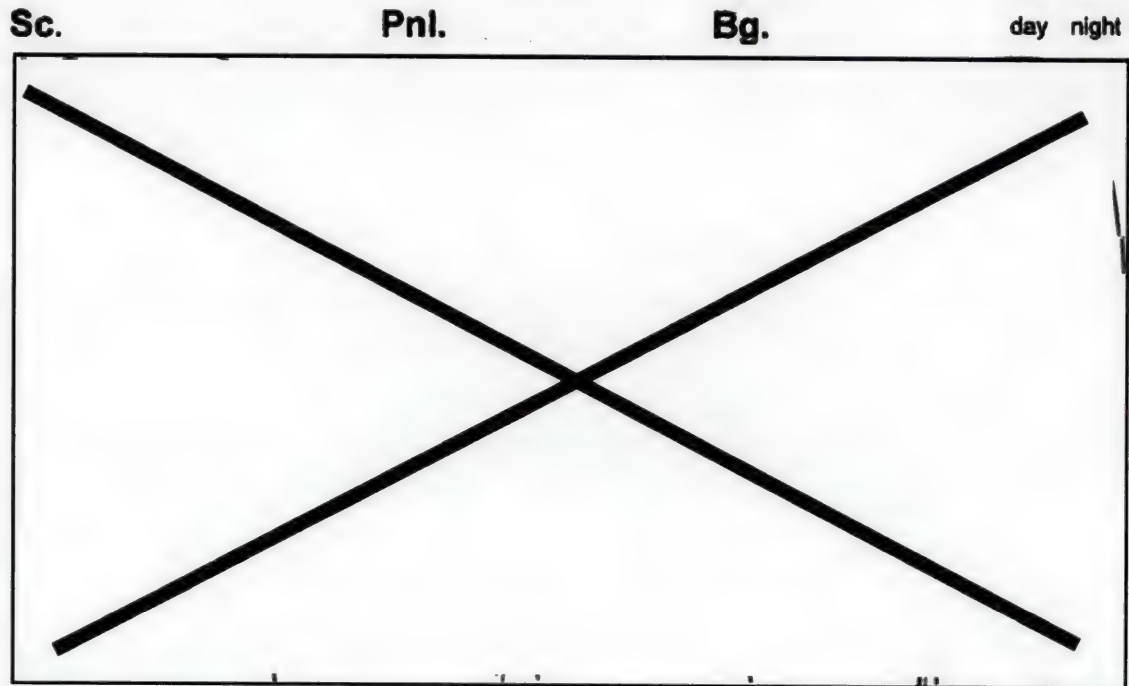
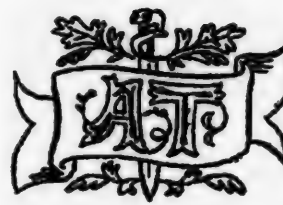
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1034/233

ADVENTURE TIME



Dialog:	PB/ BANANA GUARD 16, STEP FORWARD.
Action:	
Timing:	
SEP 10 2015	

1034/233

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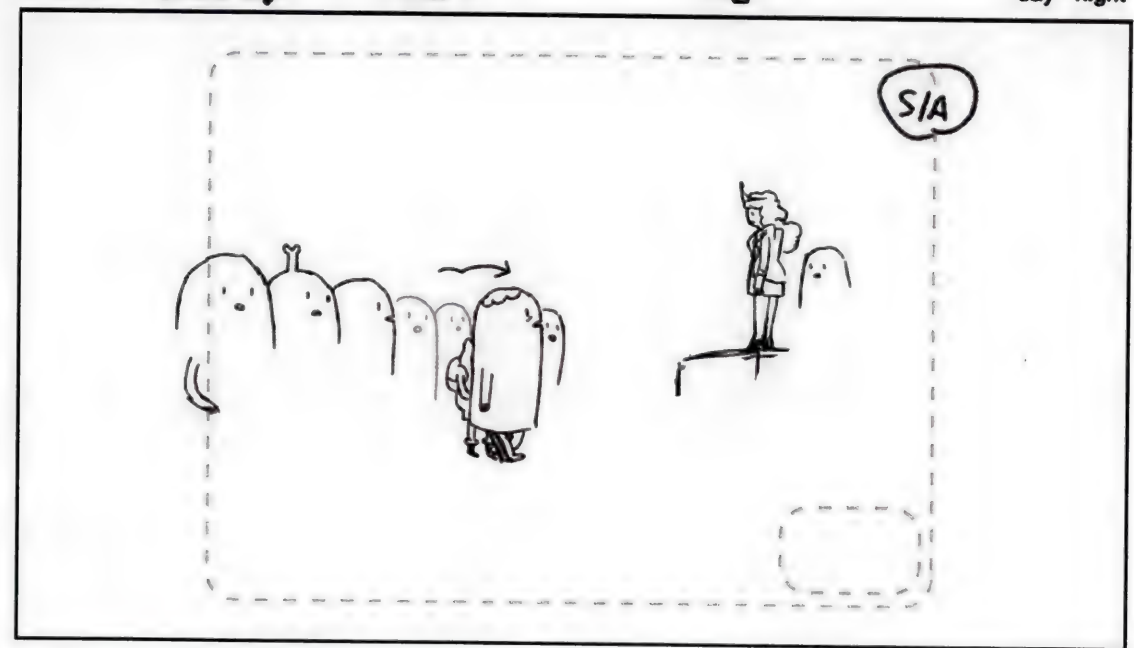
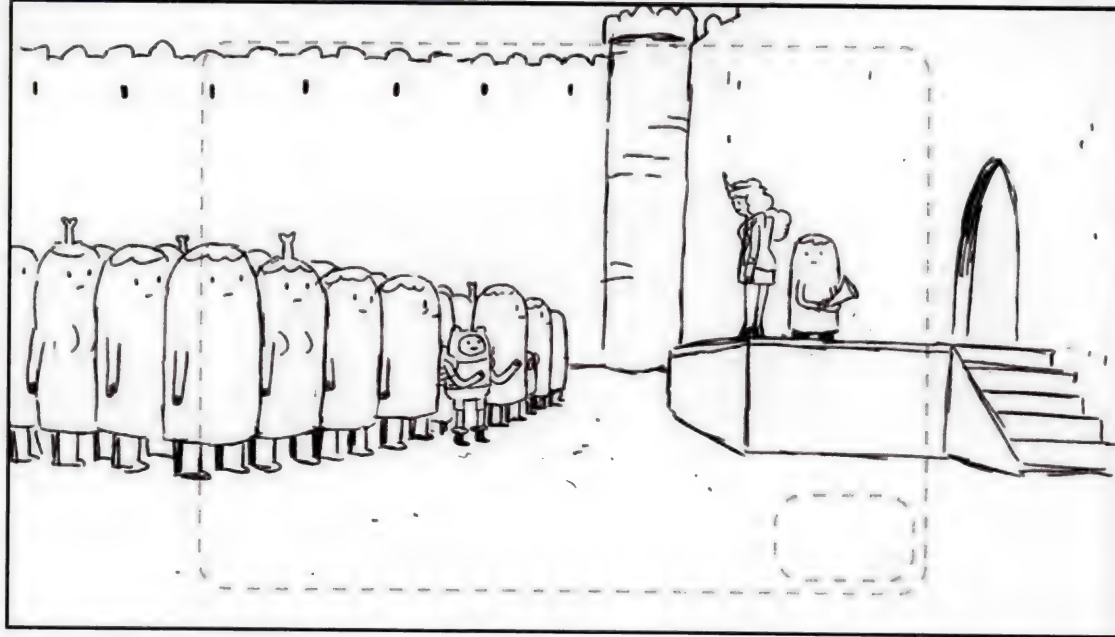
EPISODE # 1034-233
1034/233
Production :

ADVENTURE TIME



Page 247

Sc. 168 Pnl. A Bg. day night Sc. 168 *cont* Pnl. B Bg. day night



Dialog:	Finn/ Sorry PB I goofed up. I think we lost him-	BG #16/ -I'm banana guard six
Action:		BG 16 STEPS FWD
Timing:		

SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



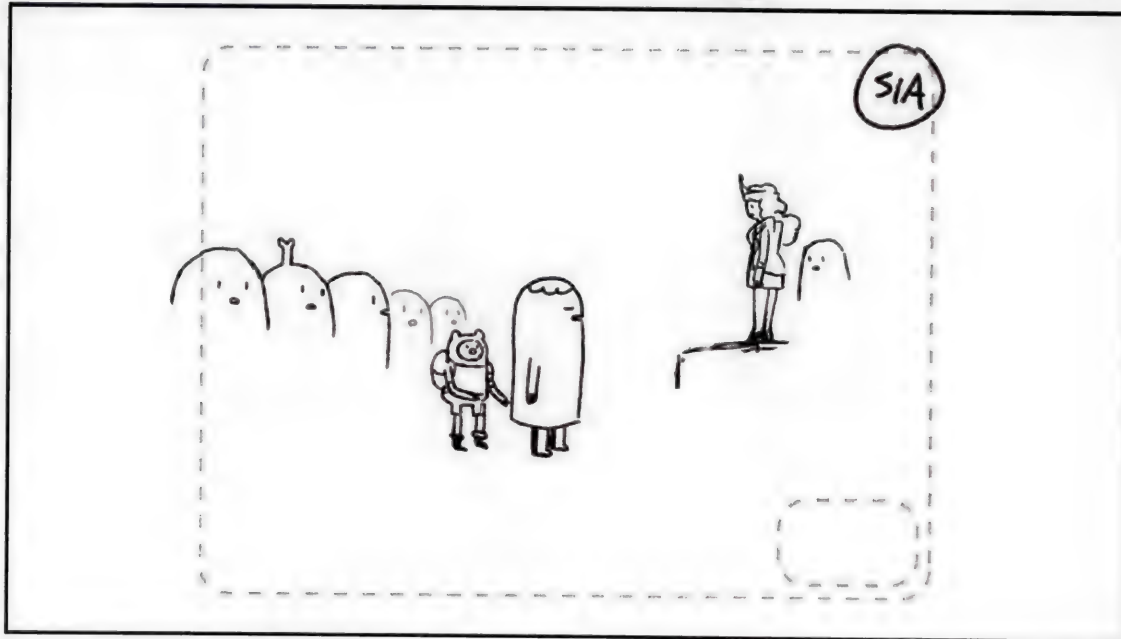
Page 248

Sc. 168 *CONT*

Pnl. C

Bg.

day night



Sc. 169

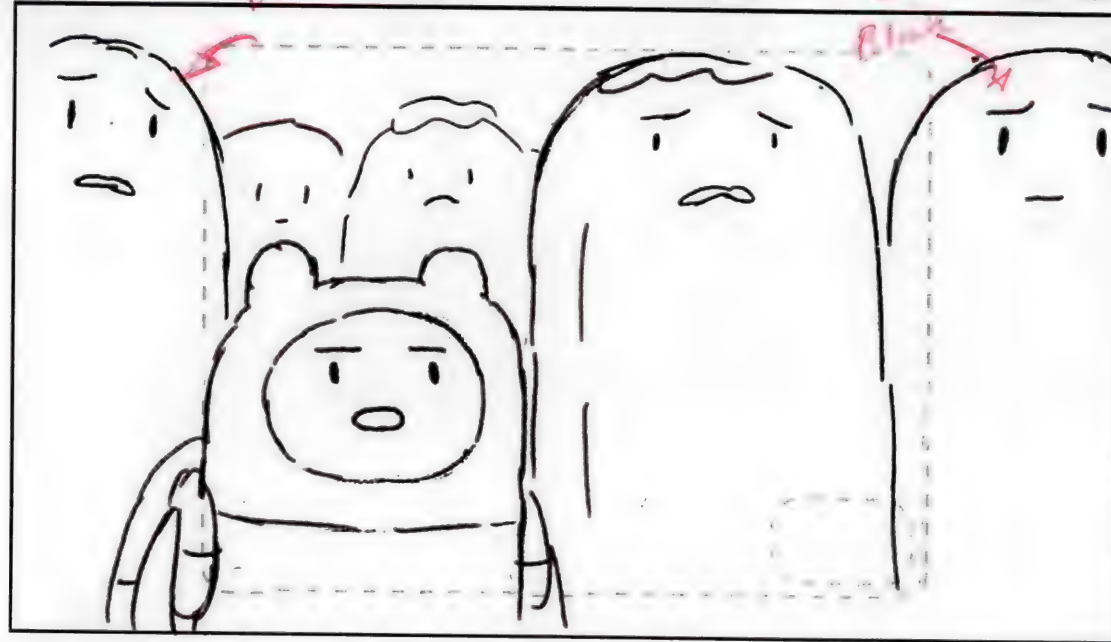
1st Blink

Pnl. A

Bg.

day night

2nd Blink



Dialog:

BG16/ teen.

Finn/ Ahhh dude, come on...

Action:

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

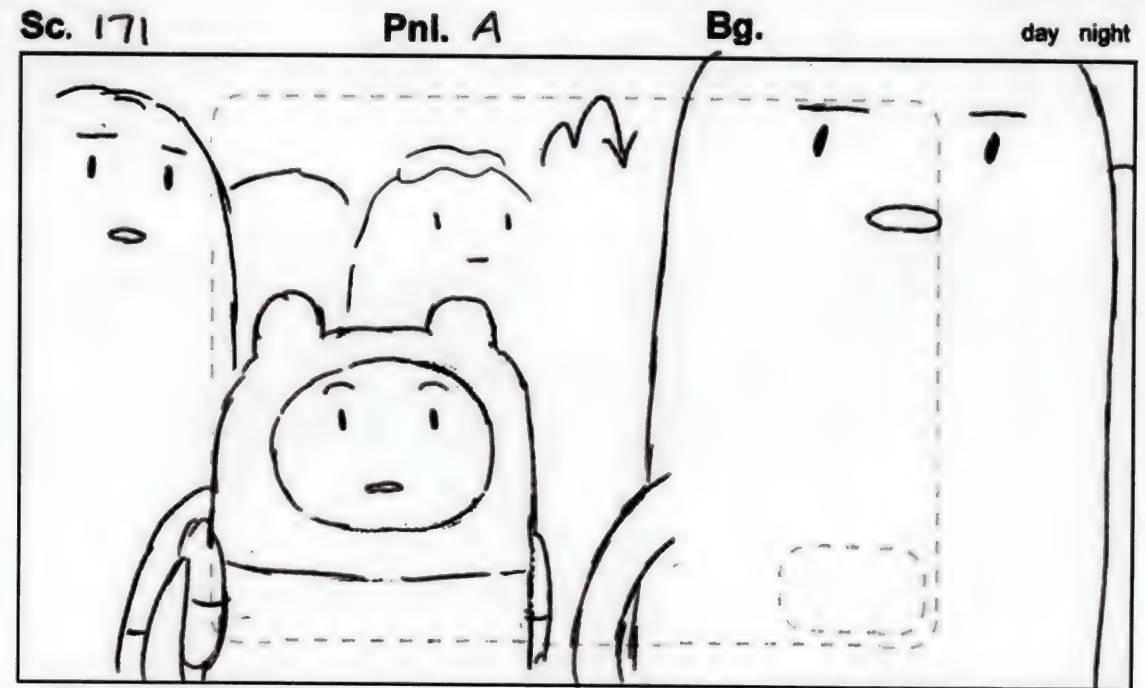
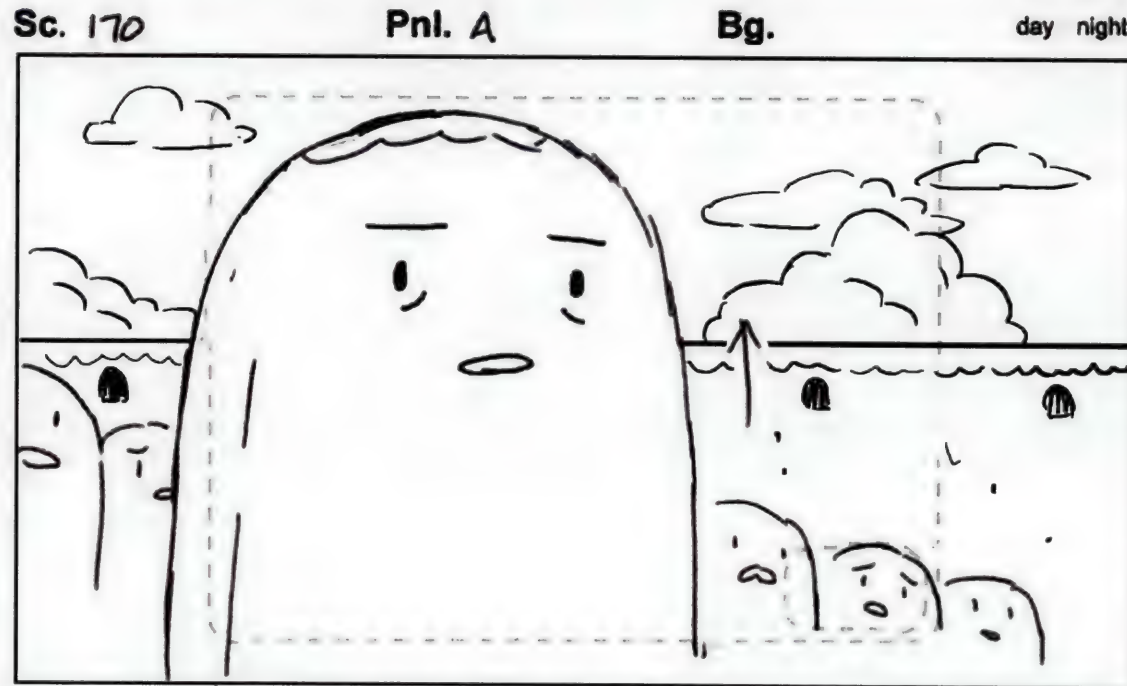
1034/233

1034/233

ADVENTURE TIME



Page 249



Dialog:

BG16/ PUNKH ME. I AM READY.

BG/No! I am Banana Guard sixteen! SEP 10 2015

Action:

Timing:

BG STEPS TOWARDS CAM

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



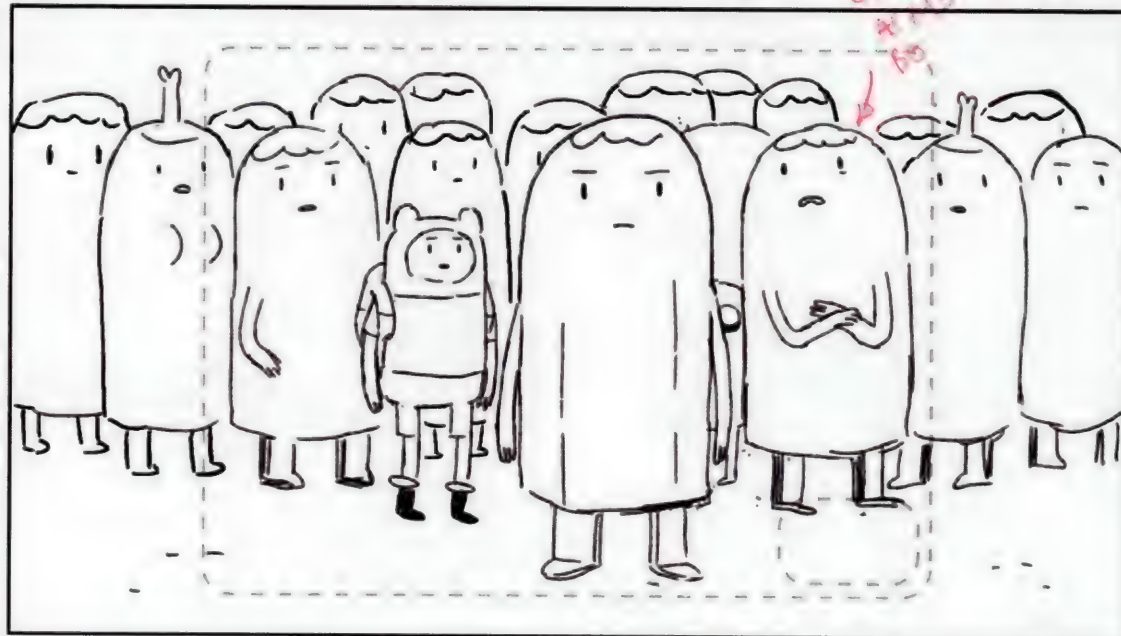
Page 250

Sc. 172

Pnl. A

Bg.

day night



Sc. 172

CONT

Pnl. B

Bg.

day night



Dialog:

BG/ I'M BANANA GUARD 16.

Action:

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME



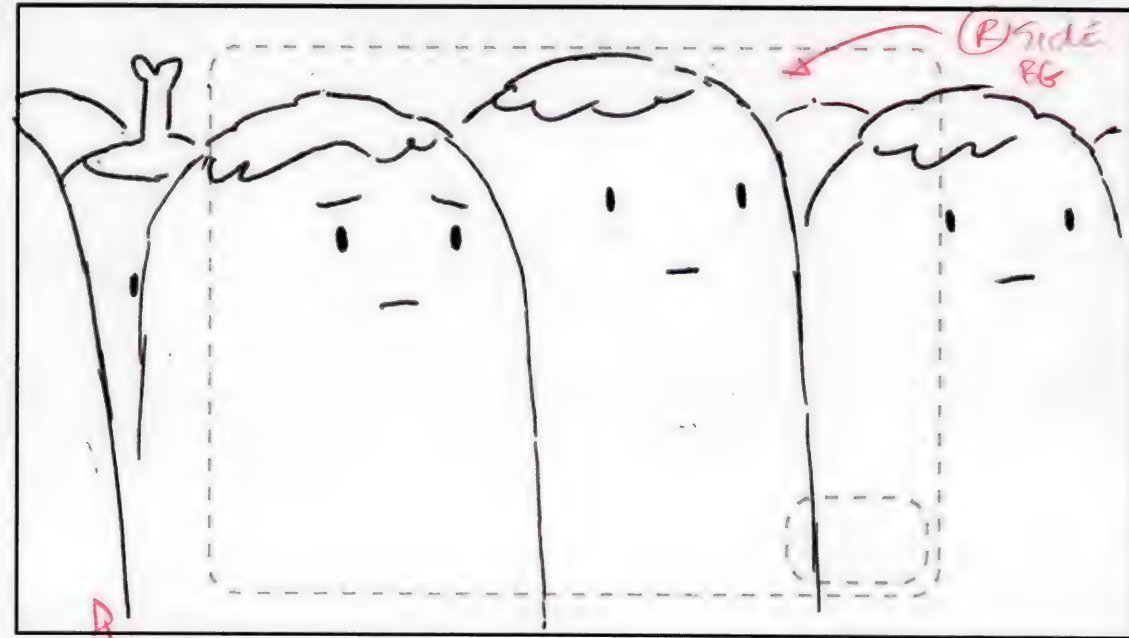
Page 251

Sc. 173

Pl. A

Bg.

day night

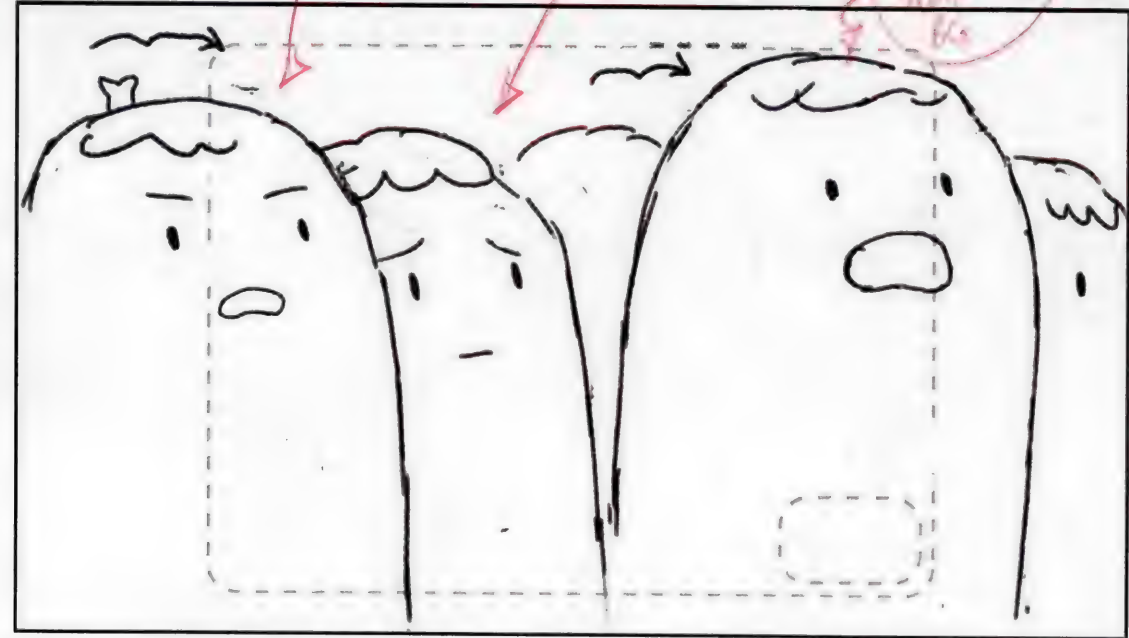


Sc. 173 *cont*

Pl. B

Bg.

day night



Dialog:

(STAGGERED)
 (R) side BG / I'M BANANA GUARD 16
 (L) side BG / I'M BANANA GUARD 16.

Action:

Timing:

SEP 10 2015

EPISODE # 1034-233

Production :

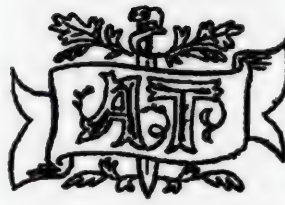
1034/233

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1034/233

1034/233

ADVENTURE TIME



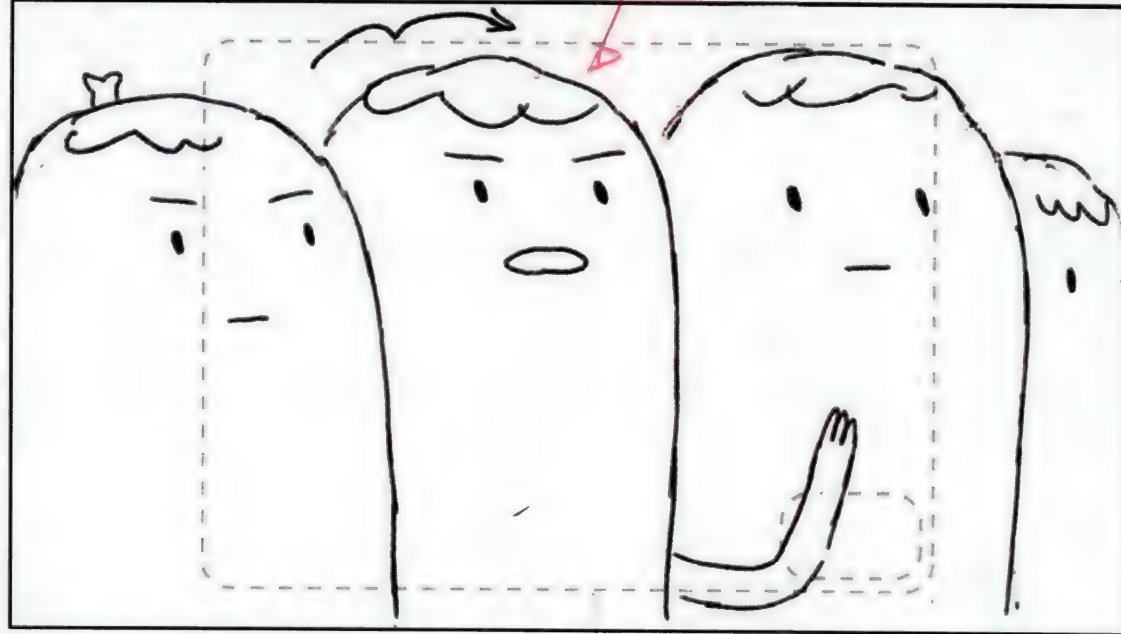
Page 252

Sc. 173 *cont* Pnl. C

middle
to

Bg.

day night

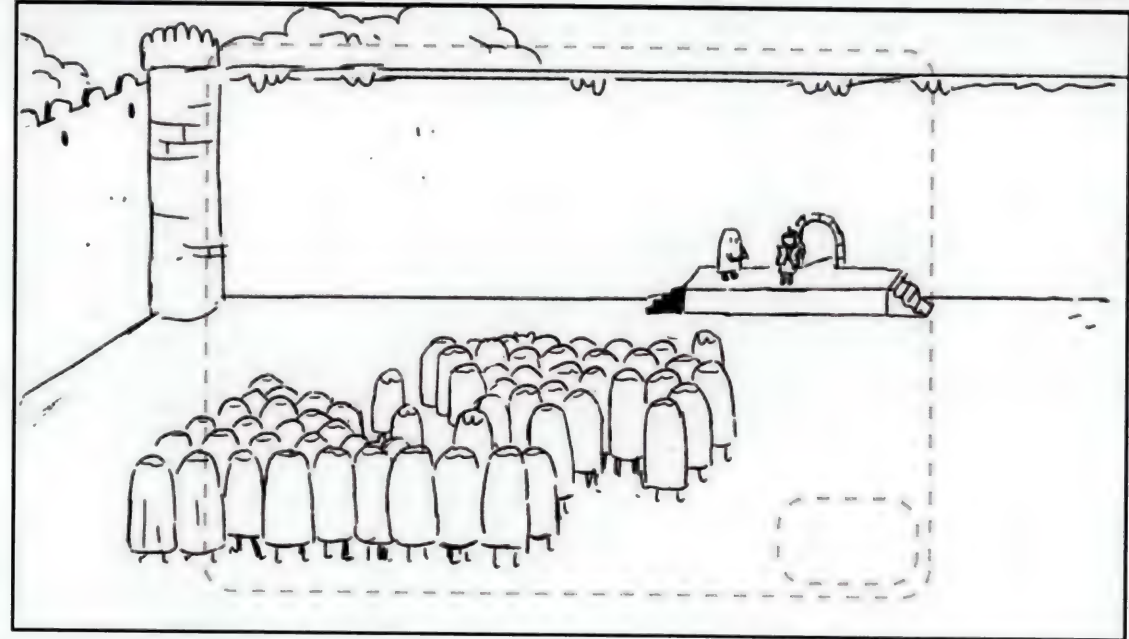


Sc. 174

Pnl. A

Bg.

day night



Dialog:

middle

BG →

/ I'M BANANA GUARD.

BG #3/ six

(BACKGROUND WALLA) / I'M BANANA GUARD 16 ETC

WALLA / I'M BANANA GUARD 16!
IT'S ME!
(ETC)

Action:

Timing:

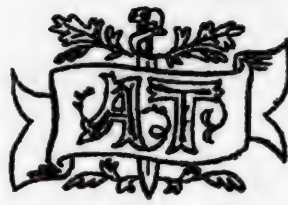
SEP 10 2015

EPISODE # 1034-233

Production :

1034/233

ADVENTURE TIME



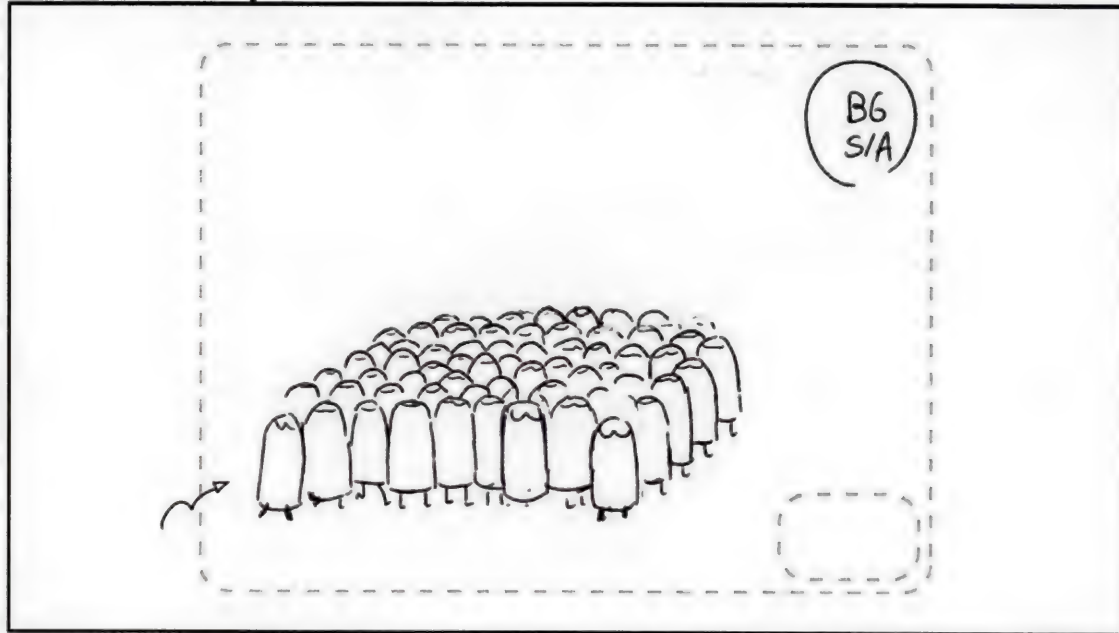
Page 253

Sc. 174 *CONT*

Pnl. B

Bg.

day night



Sc. 175

Pnl. A

Bg.

day night



Dialog:

BG #3/ teen!

WALLA/ I'M BANANA GUARD 16!

Action:

WHOLE CROWD SHUFFLES FWD

Timing:

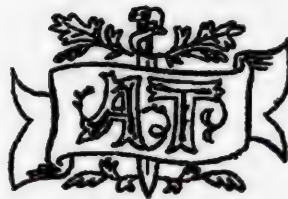
SEP 10 2015

EPISODE # 1034-233

Production :

1034/233

ADVENTURE TIME



Page 254

Sc. 175 *cont*

Pnl. B

Bg.

day night

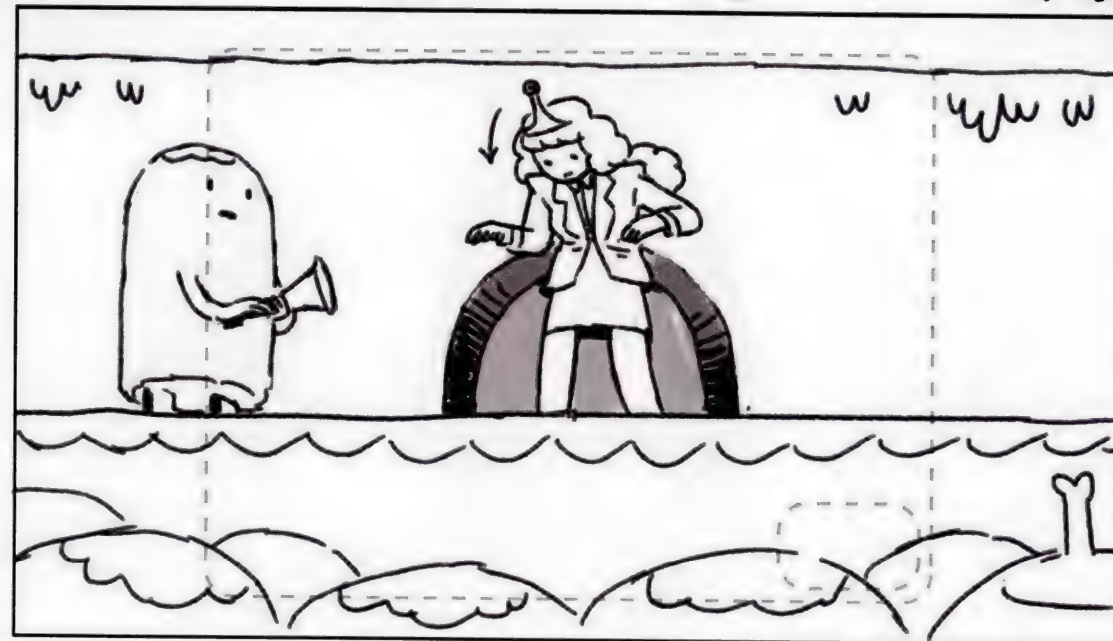


Sc. 176

Pnl. A

Bg.

day night



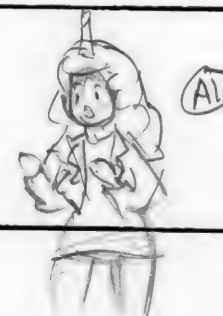
Dialog:

(B1) ARMS FWD

PB/ WOAHH WOAHH WOAHH WOAHH

Action:

Timing:



SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



Page 255

Sc. 176 *cont*

Pnl. B

Bg.

day night

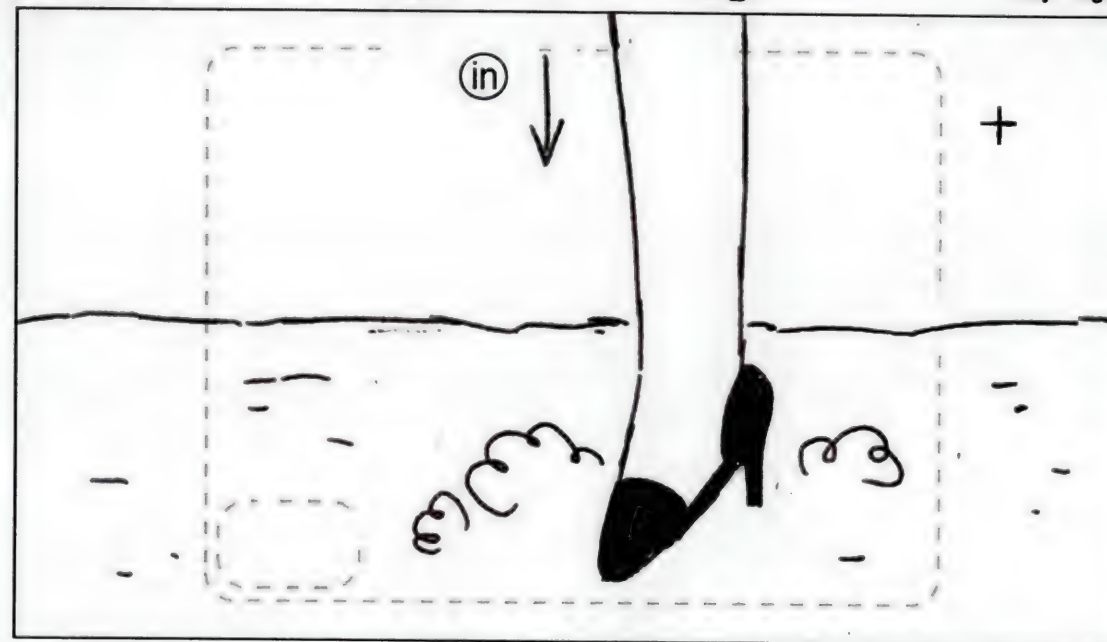


Sc. 177

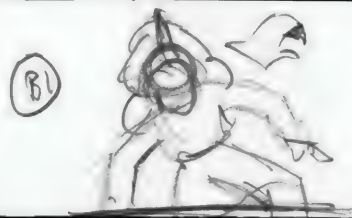
Pnl. A

Bg.

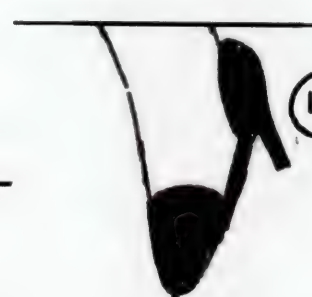
day night



Dialog:



Action:



SFX/* PAF *

FOOT TOUCHES DOWN, LIL DIRT PUFF

Timing:

SEP 10 2015

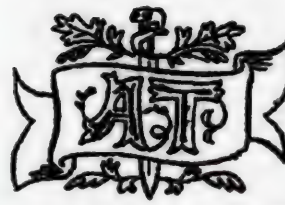
EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



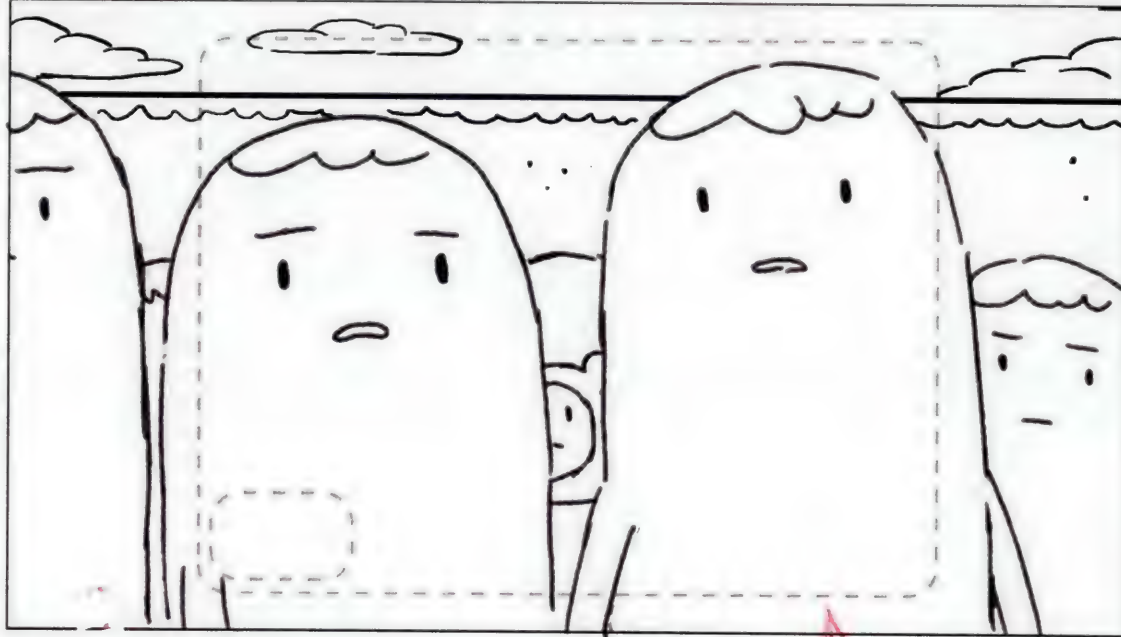
Page 256

Sc. 178

Pnl. A

Bg.

day night

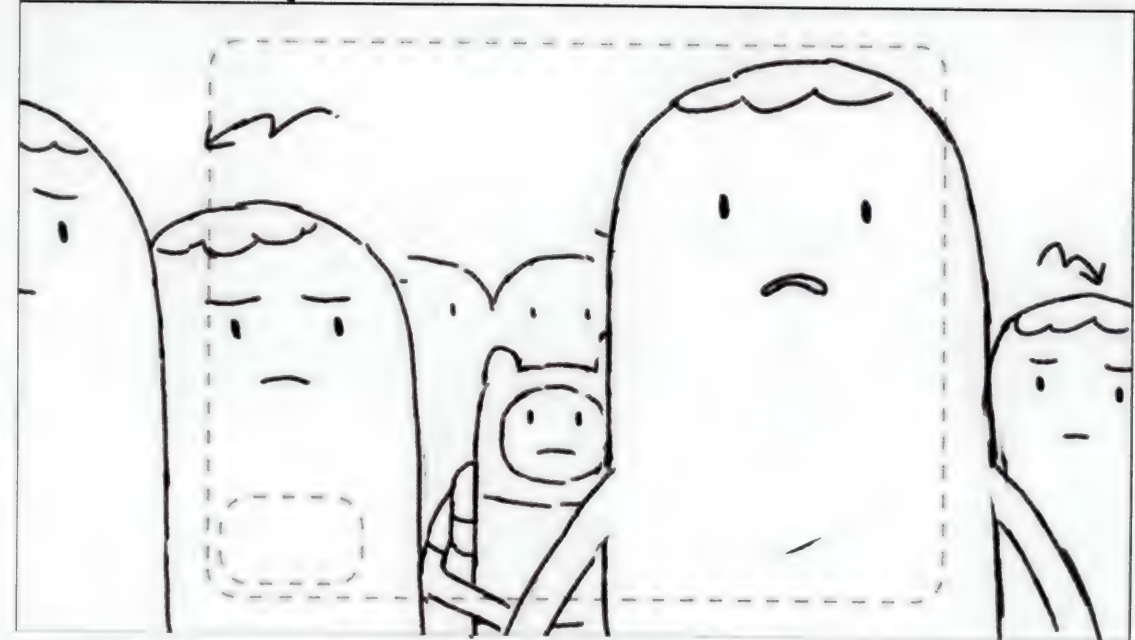


Sc. 178 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

ARMS
UP BG

BGS TAKE A STEP BACK

SEP 10 2015

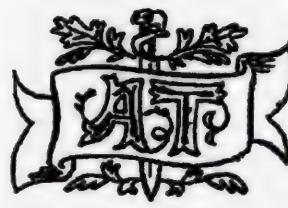
EPISODE # 1034-233

Production :

1034/233

1034/233

ADVENTURE TIME



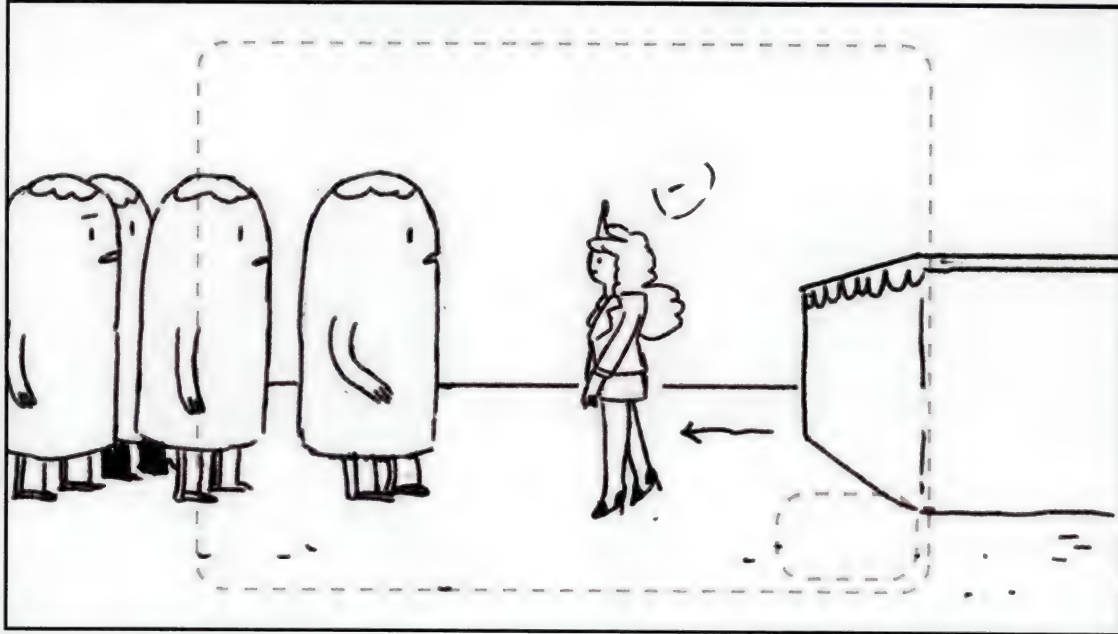
Page 257

Sc. 179

Pnl. A

Bg.

day night



Sc. 180

Pnl. A

Bg.

day, night



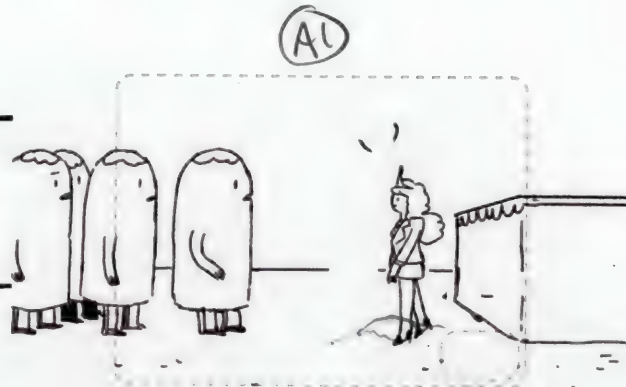
Dialog:

PB/ I'M NOT GOING TO PUNISH YOU,
BANANA GUARD 16.

Action:

PB STEPS TOWARDS 16

Timing:



SEP 10 2015

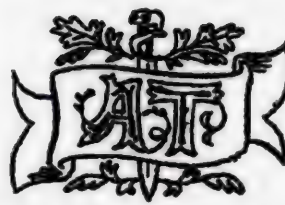
EPISODE # 1034-233

1034/233

Production :

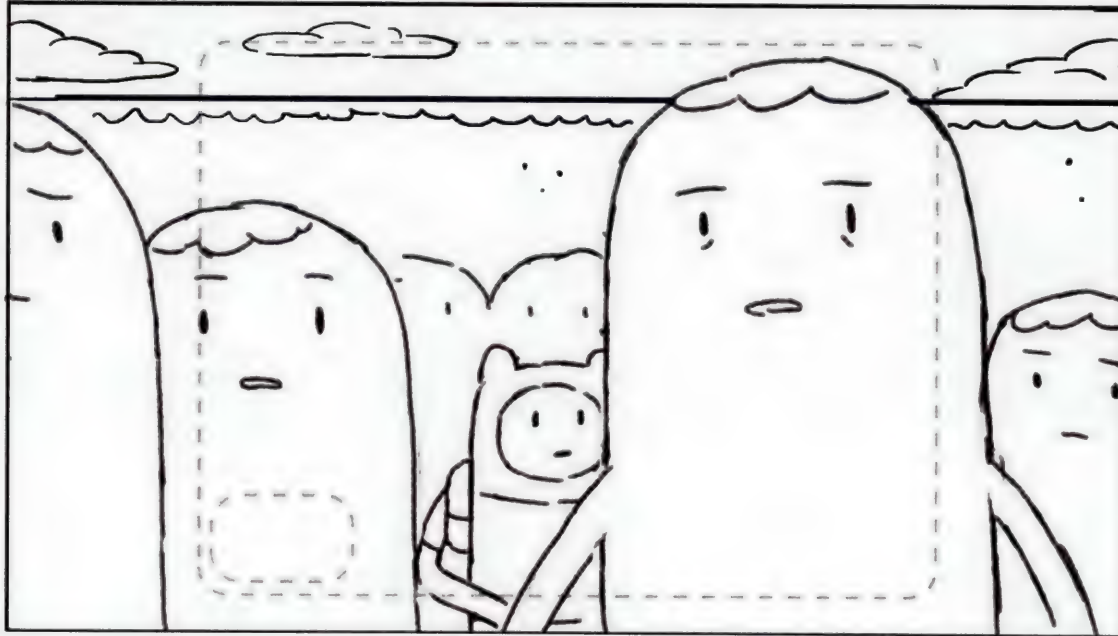
1034/233

ADVENTURE TIME



Page 258

Sc. 181 Pnl. A Bg. day night



Sc. 182 Pnl. A Bg. day night



Dialog:	
16/ ... YOU'RE NOT?	PB/ Of course not
Ac	
Ti	
SEP 10 2015	



EPISODE # 1034-233

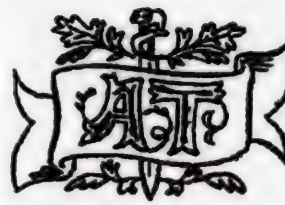
Production :

1034/233

1034/233

1034/233

ADVENTURE TIME



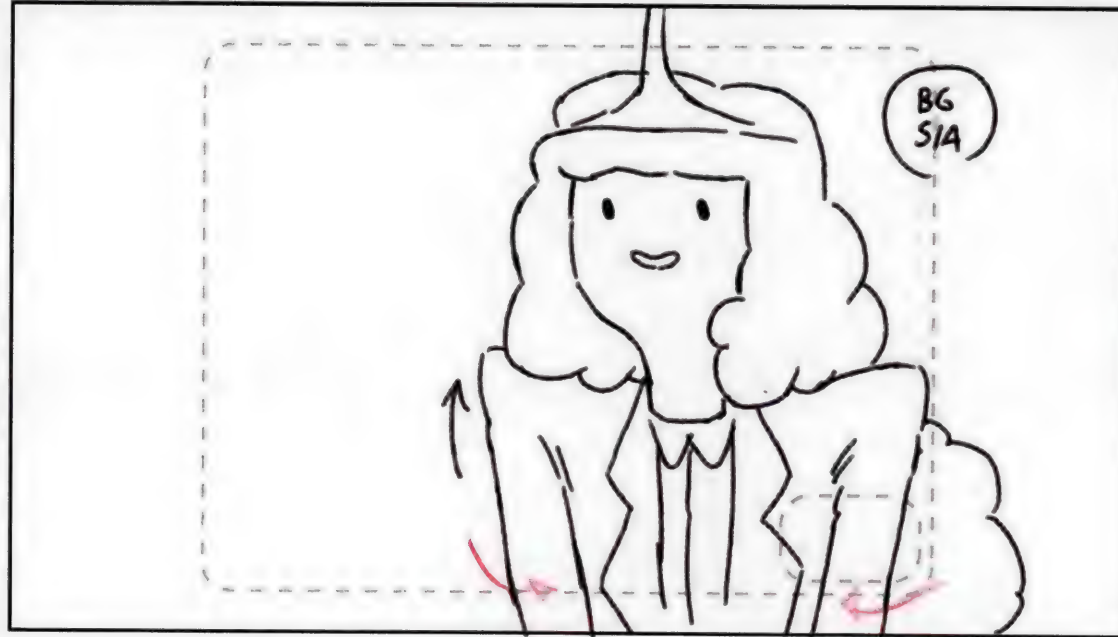
Page 259

Sc. 182 *cont*

Pnl. B

Bg.

day night

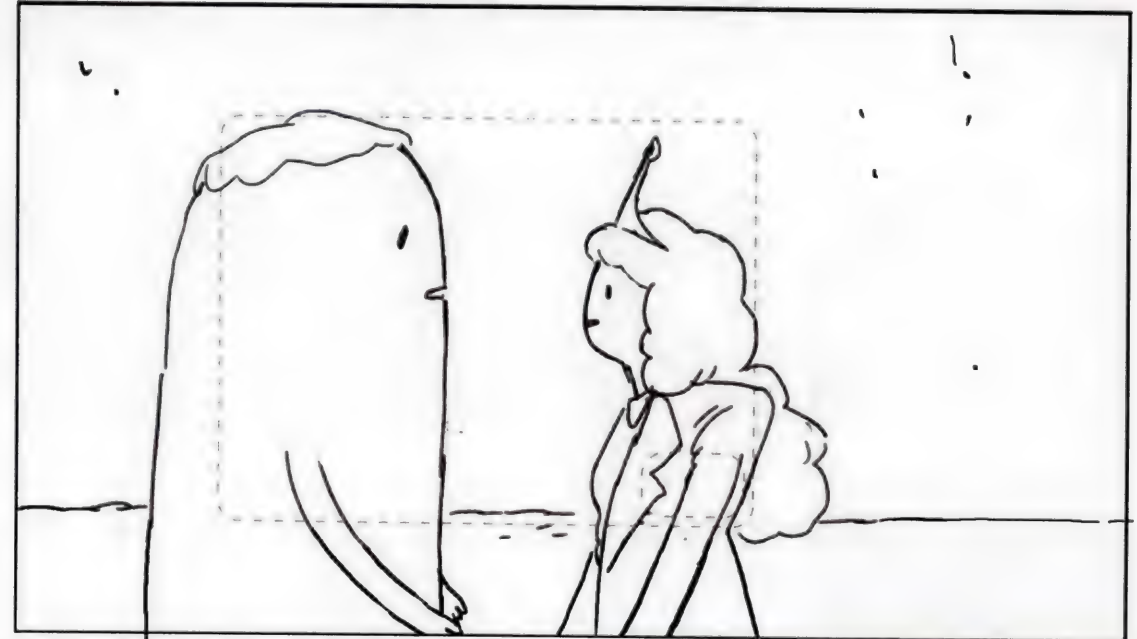


Sc. 183

Pnl. A

Bg.

day night



Dialog:

PB/

YOUR MURALS ARE SO BEAUTIFUL.

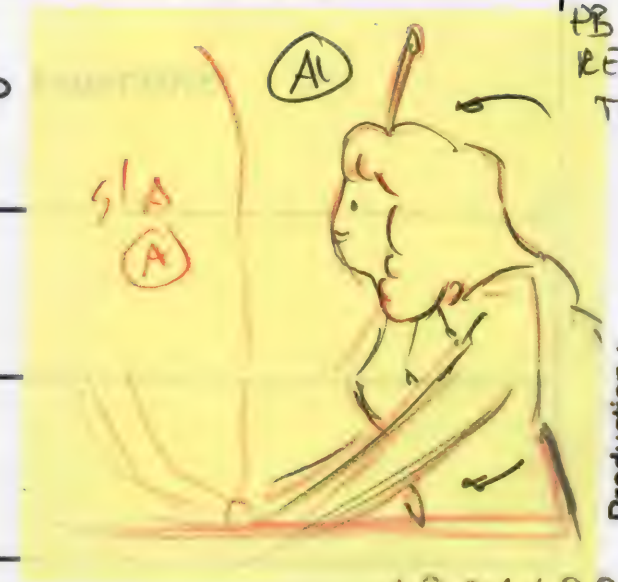
PB/

I WANT YOU TO
PAINT ONE

Action:

Timing:

SEP 10 2011



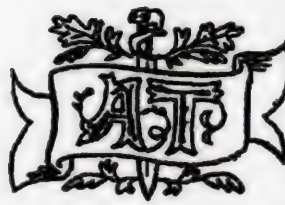
Production :

EPISODE # 1034-233

1034/233

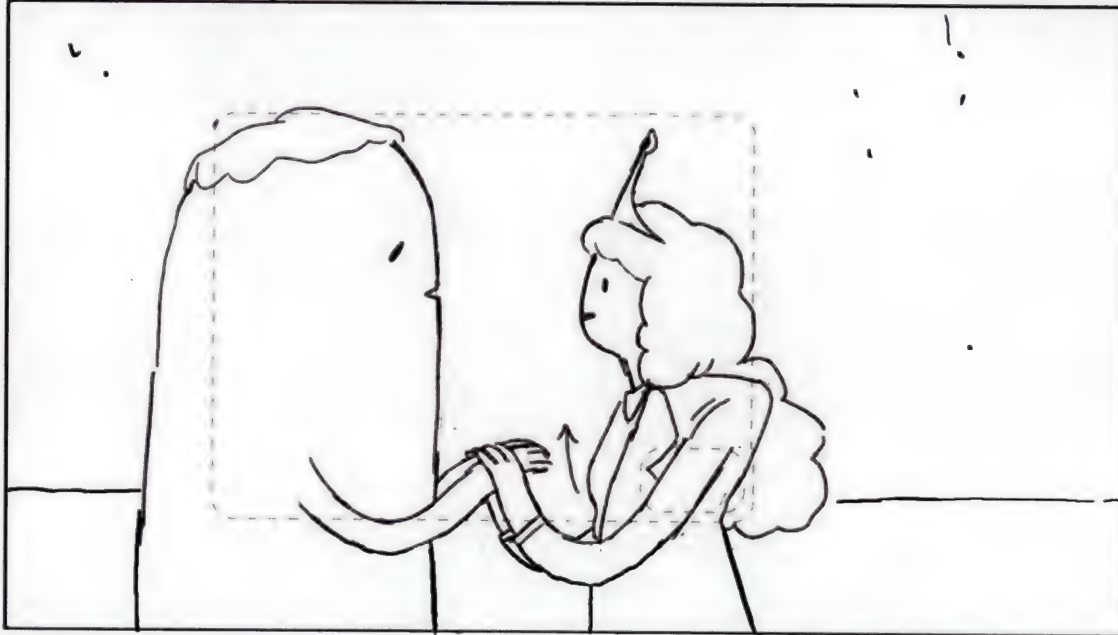
1034/233

ADVENTURE TIME

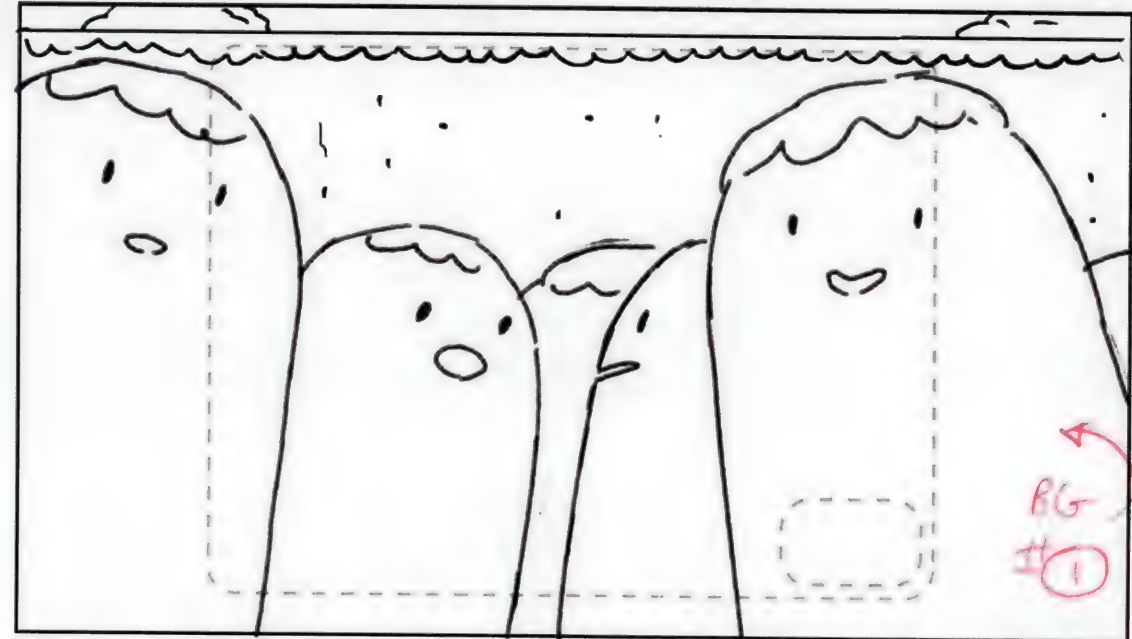


Page 260

Sc. 183 *CONT* Pnl. 8 Bg. day night



Sc. 184 Pnl. A Bg. day night



Dialog:

PB/ — IN THE BANQUET HALL.

P BGS/ (ADMIRATION WALLA, QUIET) THE PRINCESS
SPARED HIM... SO WISE... SO UNKNOWABLE
(ETC ETC)

Action:

PB GRABS HIS HANDS

Timing:

SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



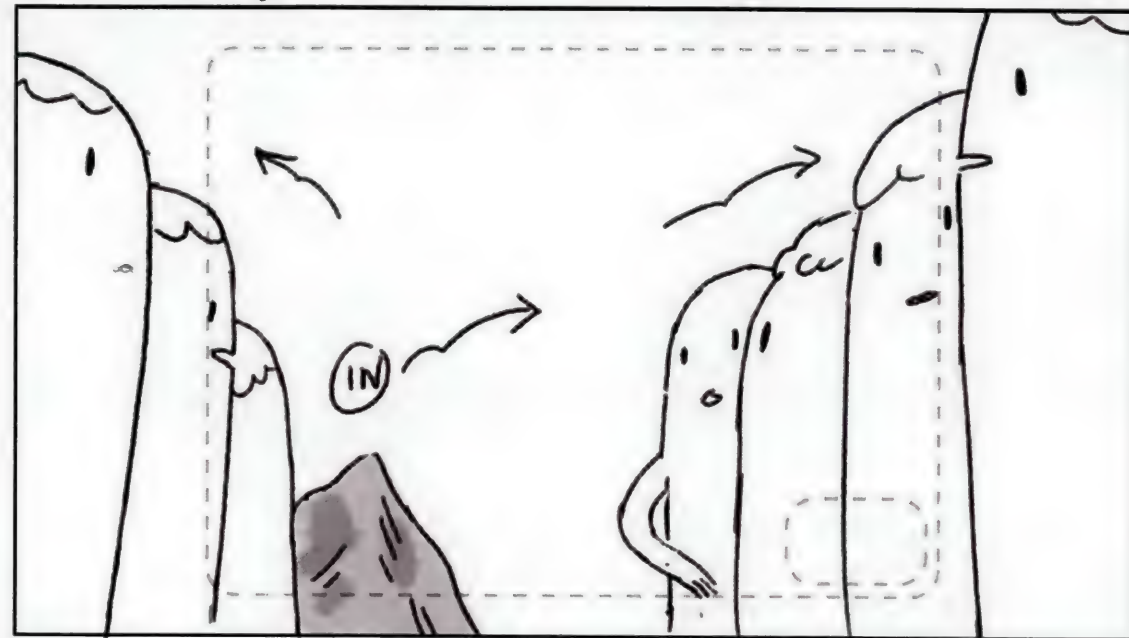
Page 261

Sc. 184 *CONT*

Pnl. B

Bg.

day night

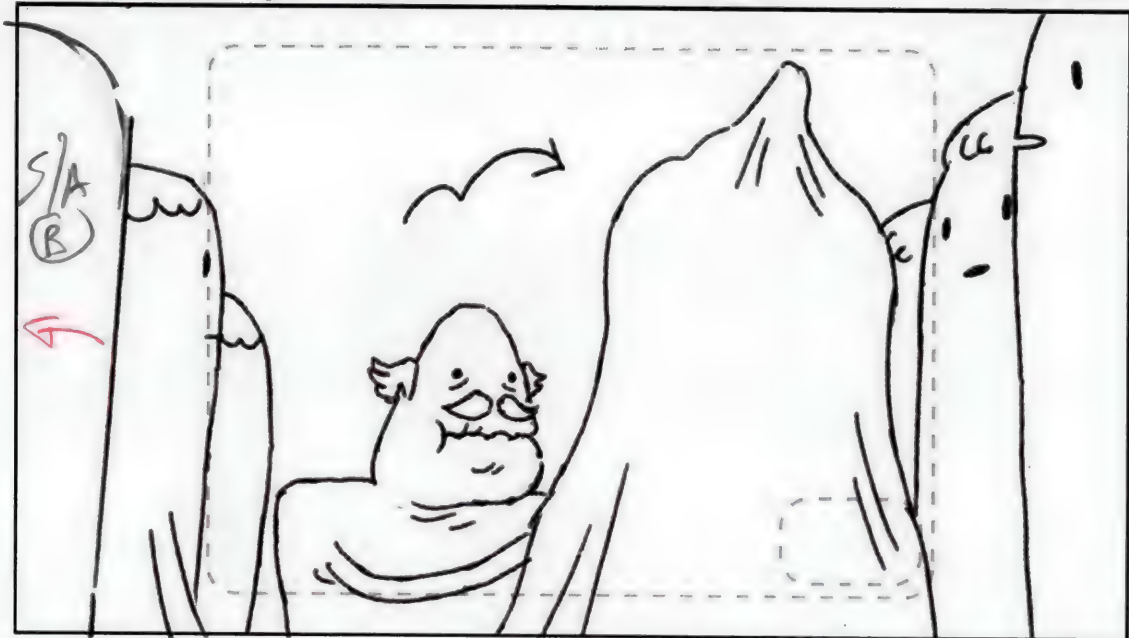


Sc. 184 *CONT*

Pnl. C

Bg.

day night



<p>Dialog:</p> <p>CCC/ Make way!</p> <p>SFX/ * SQUEAKY WHEELS *</p>	<p>CCC/ Oh, merciful...</p>
<p>Action:</p> <p>CROWD PARTS</p>	<p>CCC PUSHING COVERED STATUE</p>
<p>Timing:</p>	<p>SEP 10 2015</p>

EPISODE # 1034-233

1034/233

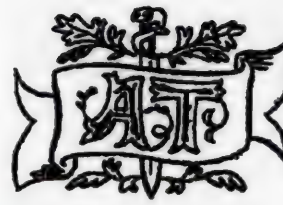
Production :

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ADVENTURE TIME



NO SC 186

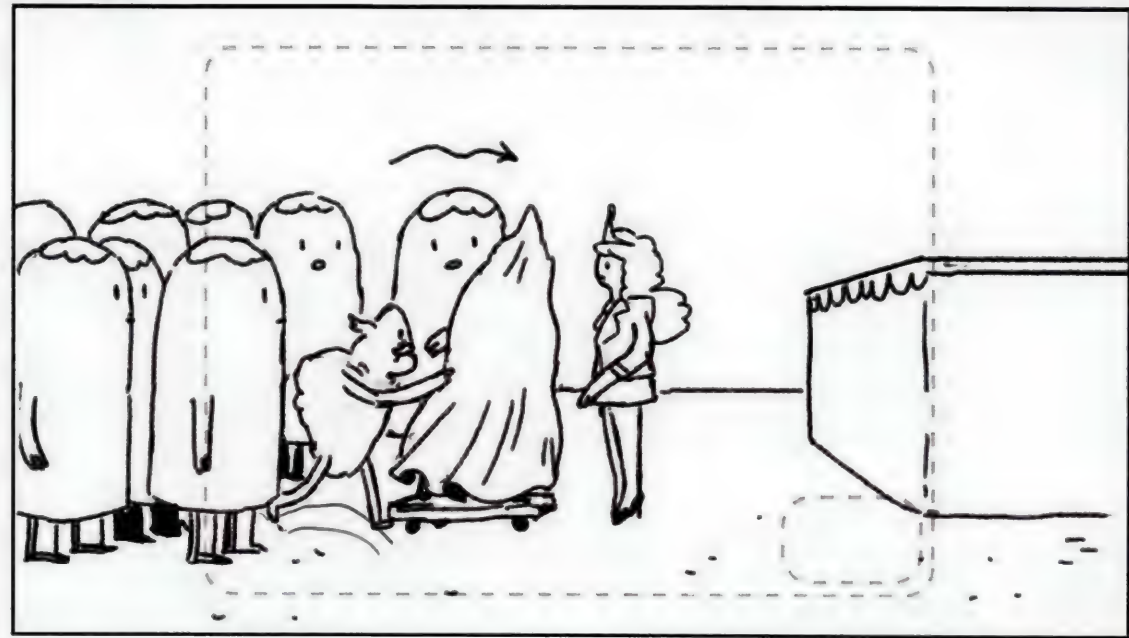
Page 262

Sc. 185

Pnl. A

Bg.

day night

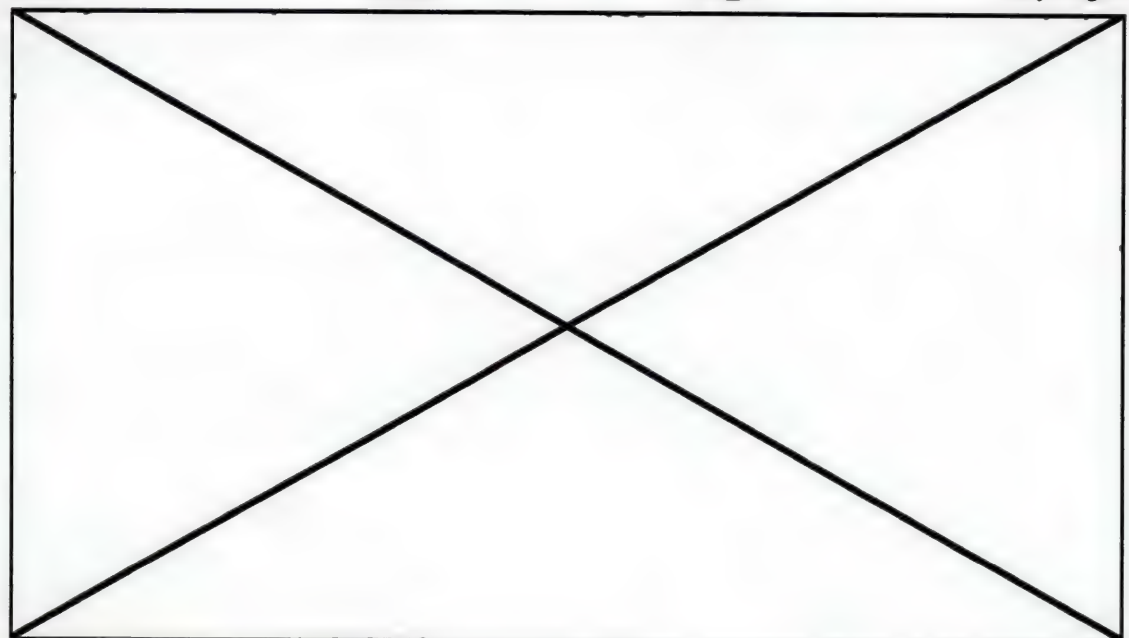


Sc.

Pnl.

Bg.

day night



Dialog:	CCC/ princess... SFX/ * SQUEAKY WHEELS *
Action:	WHEELS IT RIGHT UP TO PB
Timing:	



SEP 10 2015

1034/233

EPISODE # 1034-233

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ADVENTURE TIME



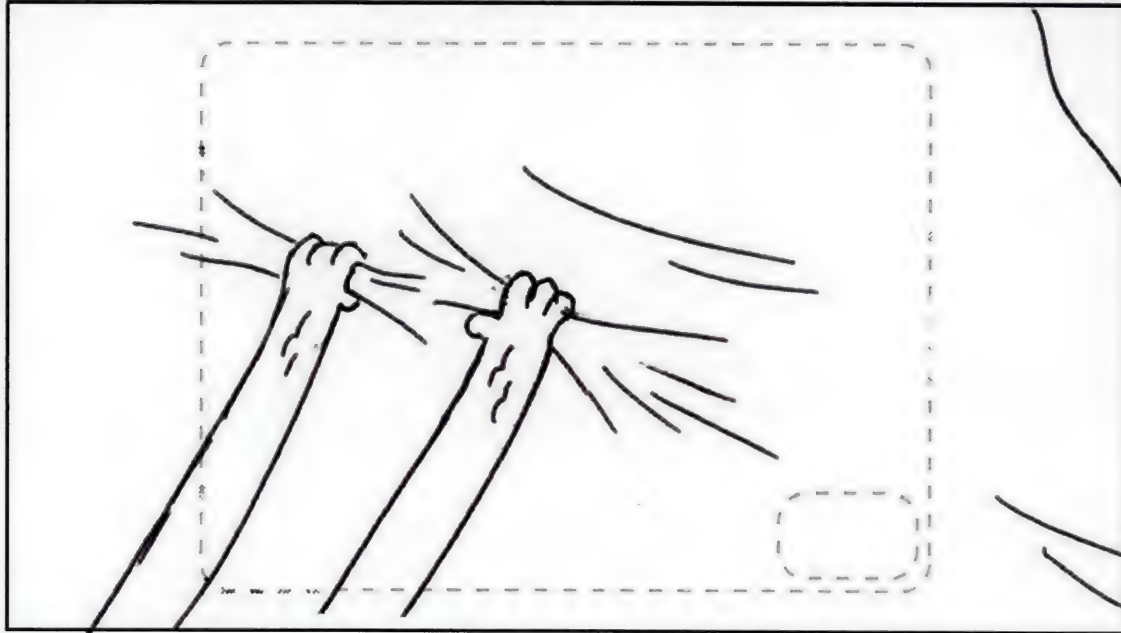
Page 263

Sc. 187

Pnl. A

Bg.

day night



Sc. 187 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX / * WOOSH *

Action:

CCC HOLDING CLOTH

STATUE BACKLIT, OBSCURED

Timing:

SEP 10 2015

EPISODE # 1034-233

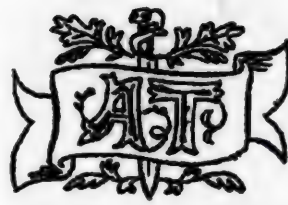
1034/233

Production :

1034/233

1034/233

ADVENTURE TIME



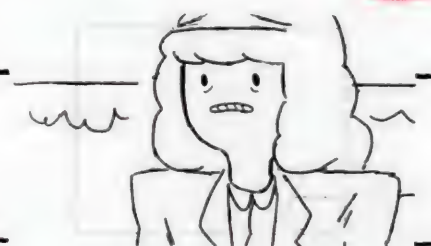
Page 264

Sc. 187 *CONT* Pnl. C Bg. day night



Sc. 188 Pnl. A Bg. day night



Dialog:	PB/ Uhh..
Action:	
Timing:	SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

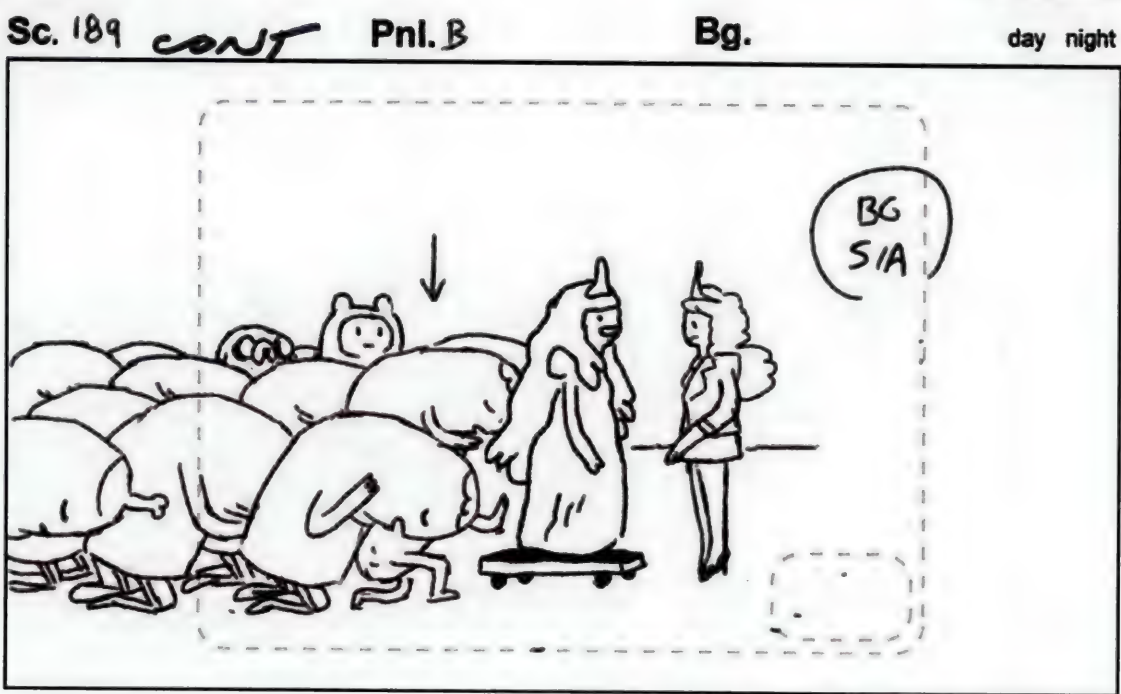
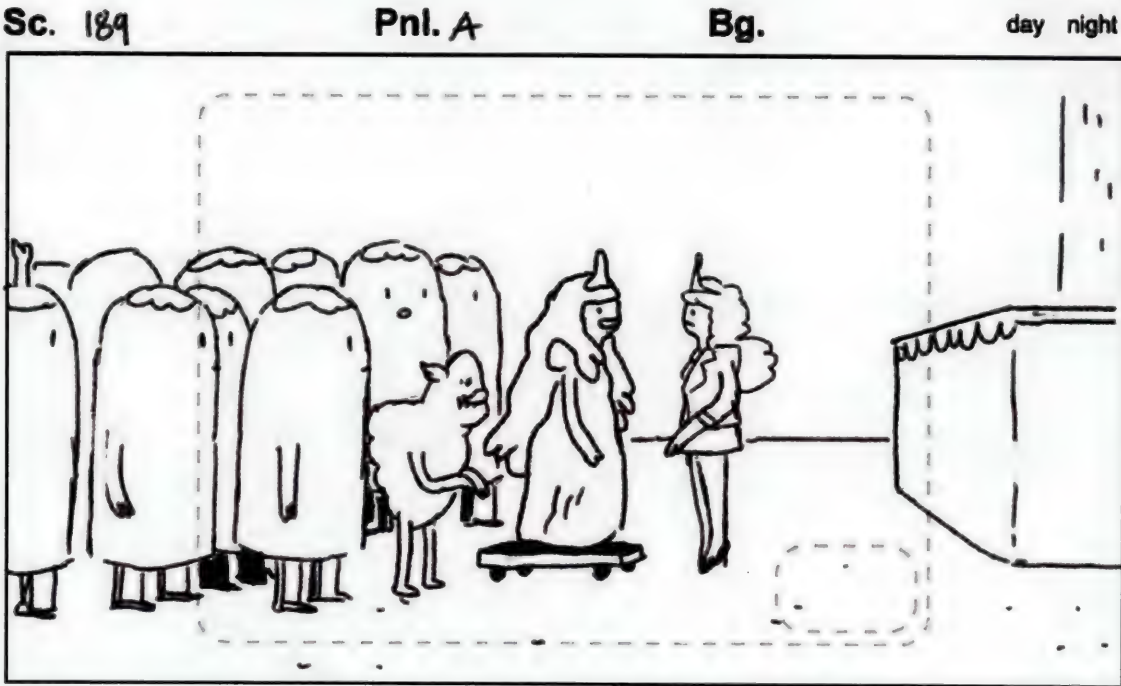
1034/233

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ADVENTURE TIME



Page 265



Dialog:

CCC/ Thank you for sparing your lowly servant.

Action:

BGS DROP TO THEIR KNEES & CHANT

Timing:

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EPISODE # 1034-233

Production :

1034/233

1034/233

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ADVENTURE TIME



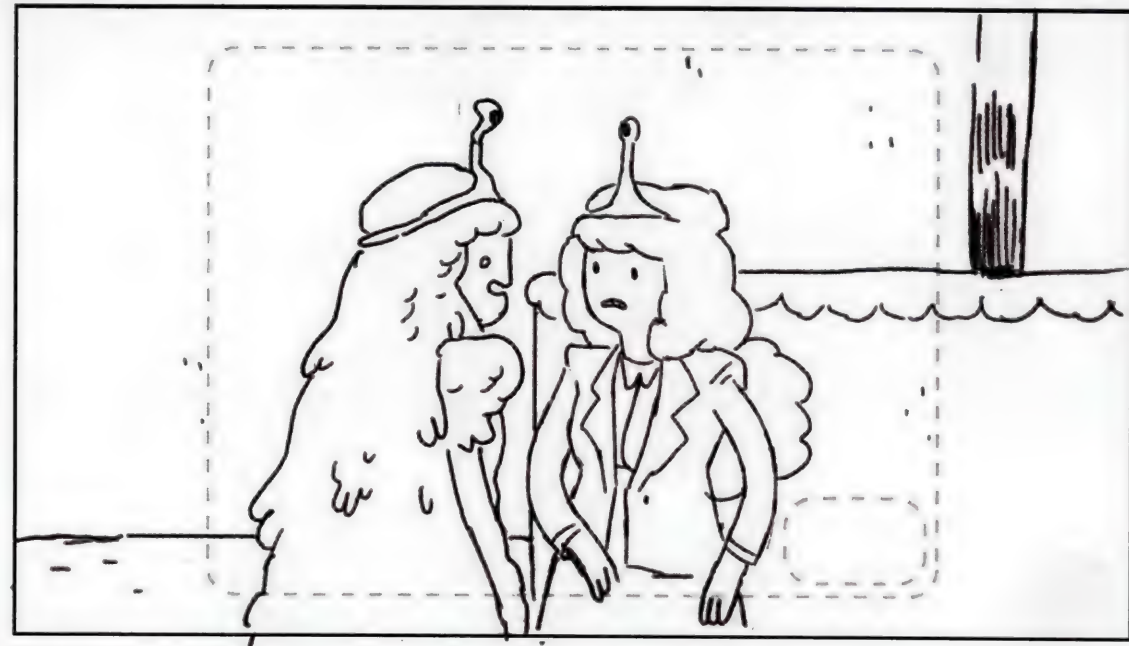
Page 266

Sc. 190

Pnl. A

Bg.

day night



Sc. 190 *cont*

Pnl. B

Bg.

day night



Dialog:	
SFX / * BG CHANTING WALLA *	PB/A-BUP-BUP-BUP NO NO NO NO — SFX / * CHANTING PETERS OUT W A MUMBLE *
Action:	
Timing:	
SEP 10 2015	

EPISODE # 1034-233

Production :

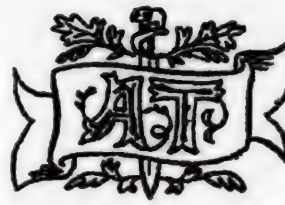
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ADVENTURE TIME



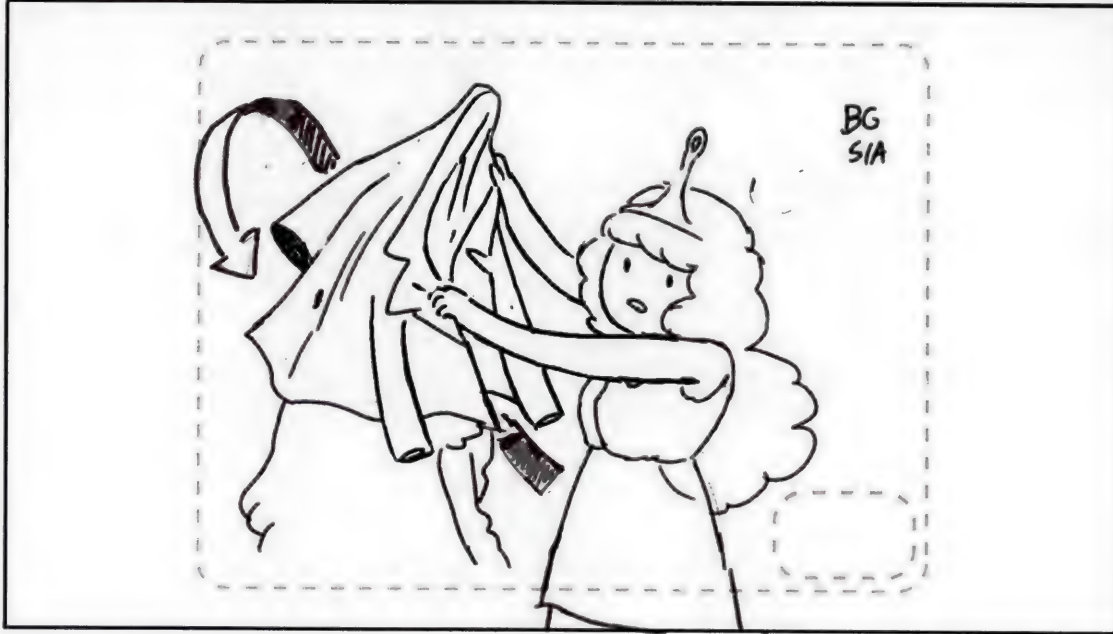
Page 267

Sc. 190 *CONT*

Pnl. C

Bg.

day night

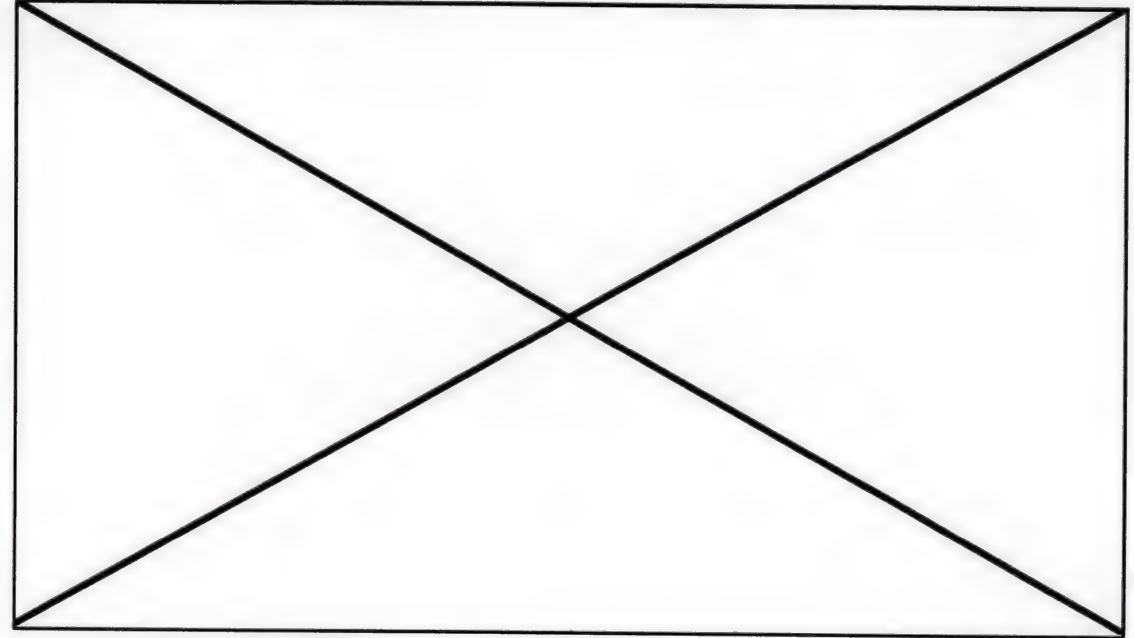


Sc.

Pnl.

Bg.

day night



Dialog:

PB/ I'm just a person.

Action:

PB SHRUGS COAT OFF
& THROWS IT OVER STATUE

Timing:



SEP 10 2015

EPISODE # 1034-233

Production :

1034/233

ADVENTURE TIME



Page 268

Sc. 190 *CONT*

Pnl. D

Bg.

day night



Sc. 191

Pnl. A

Bg.

day night



Dialog:

PB/ I'VE DONE THINGS IN THE PAST ...

PB/ (O/S) Things I'M NOT PROUD OF.

Action:



Timing:



BG TENTATIVELY OPENS EYE
& SHUTS IT AGAIN

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

1034/233

1034/233

ADVENTURE TIME



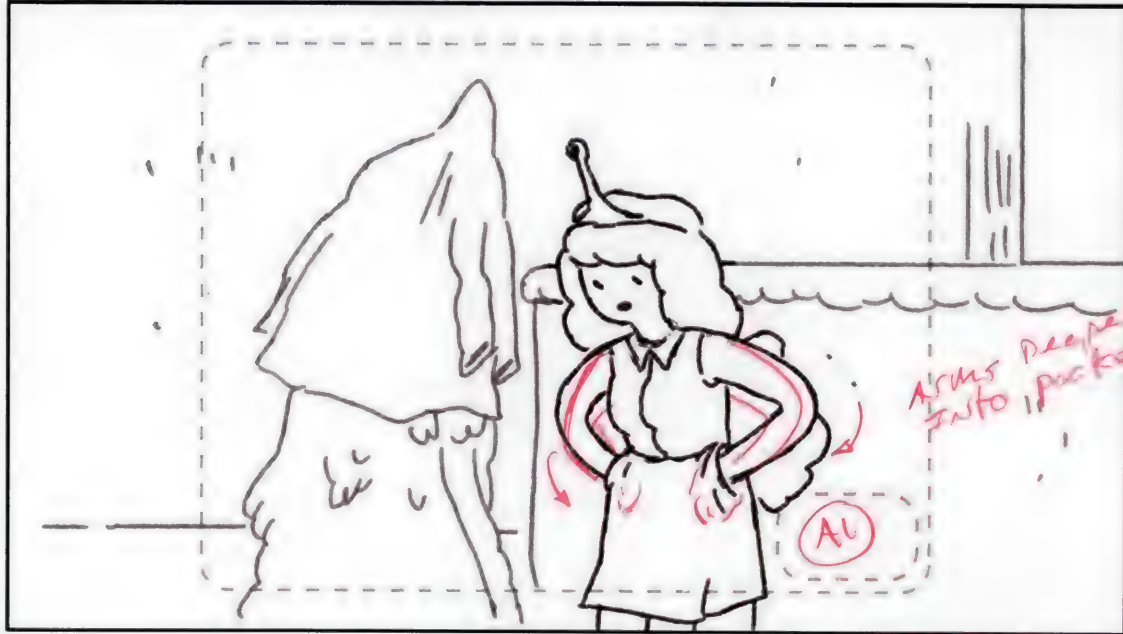
Page 269

Sc. 192

Pnl. A

Bg.

day night

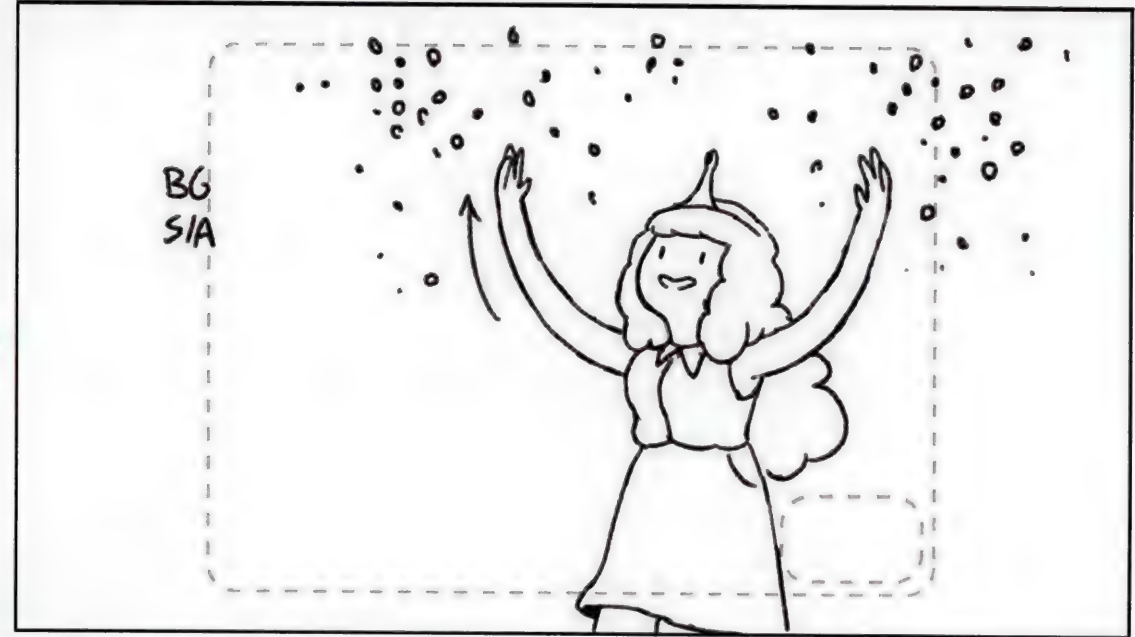


Sc. 192 *cont*

Pnl. B

Bg.

day night



Dialog:

PB/ BUT today, I'm here to -

(KIND OF FORCED)
PB/ CELEBRAATE!

Action:

PB RUMMAGES IN SKIRT POCKETS

PB THROWS CONFETTI

Timing:

SEP 10 2015

EPISODE # 1034-233

Production :

1034/233

1034/233

1034/233

ADVENTURE TIME



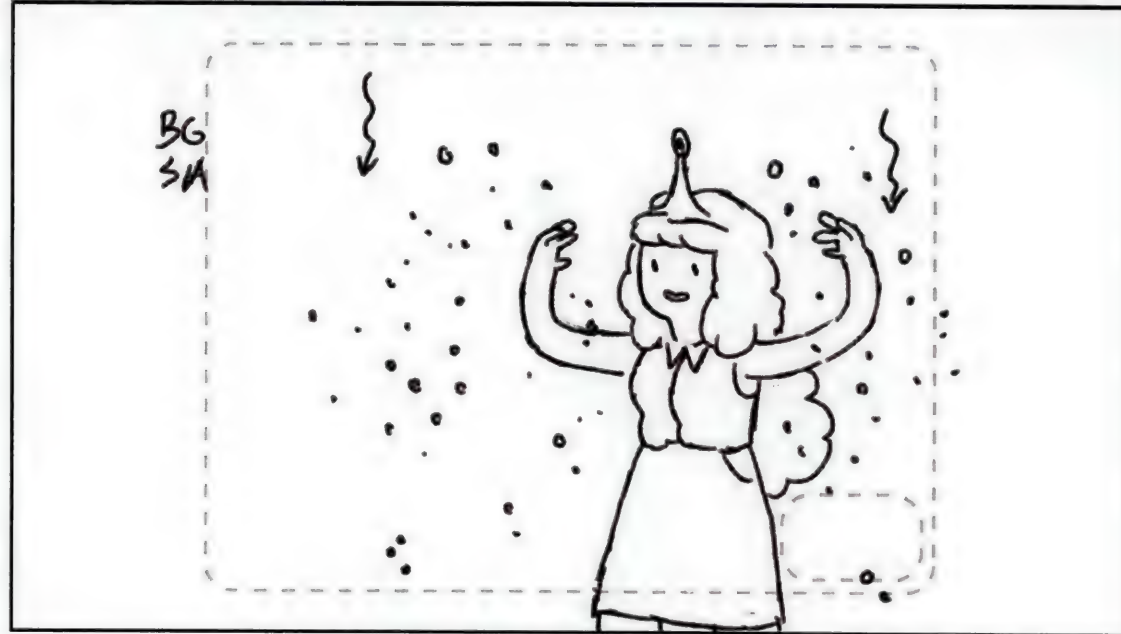
Page 270

Sc. 192 *cont*

Pnl. C

Bg.

day night



Sc. 193

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

SEP 10 2015

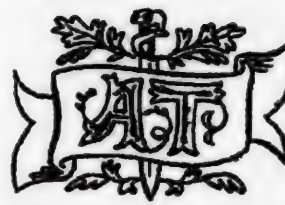
EPISODE # 1034-233

Production :

1034/233

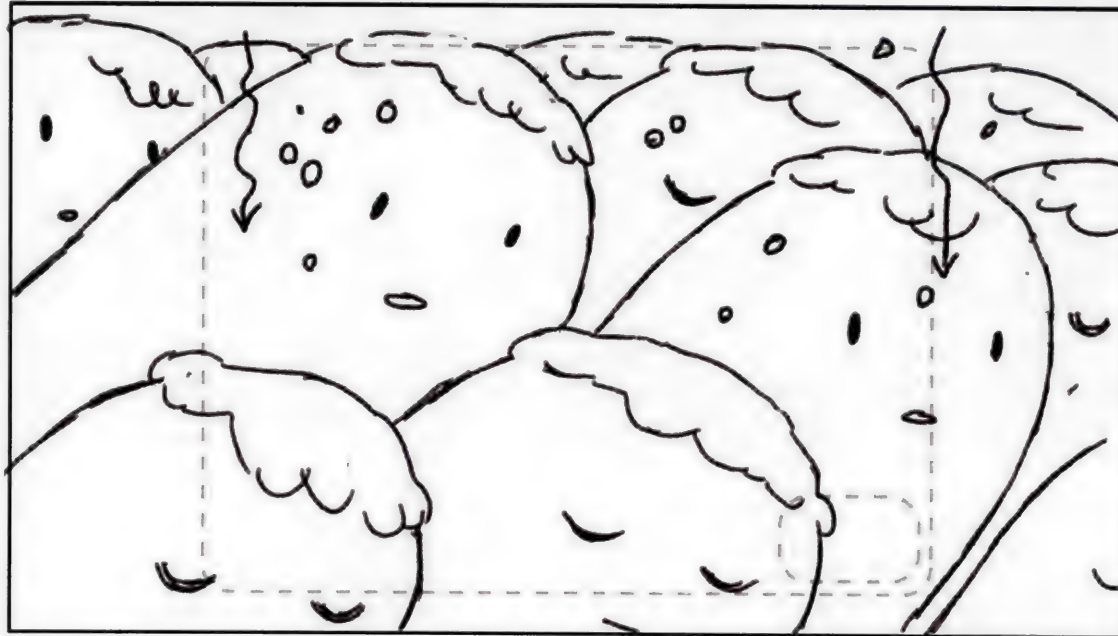
1034/233

ADVENTURE TIME

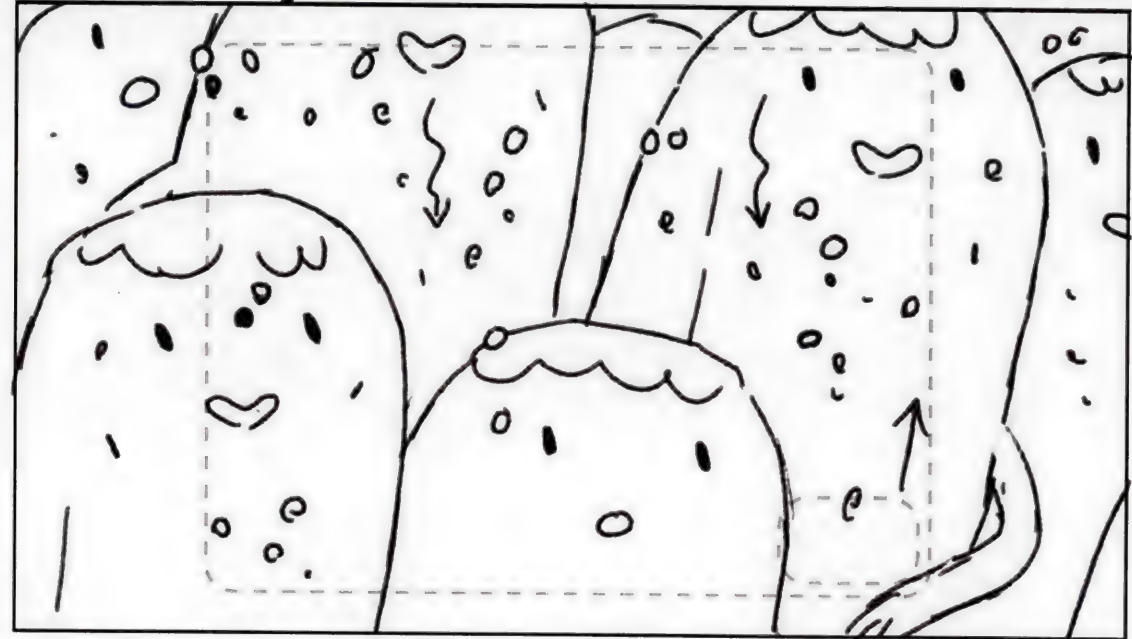


Page 271

Sc. 193 *CONT* Pnl. B Bg. day night



Sc. 193 *CONT* Pnl. C Bg. day night



Dialog:

PB/ (o/s) HA HA ...

Action:

BGS NOTICE FALLING CONFETTI

BGS RISE

Timing:

SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



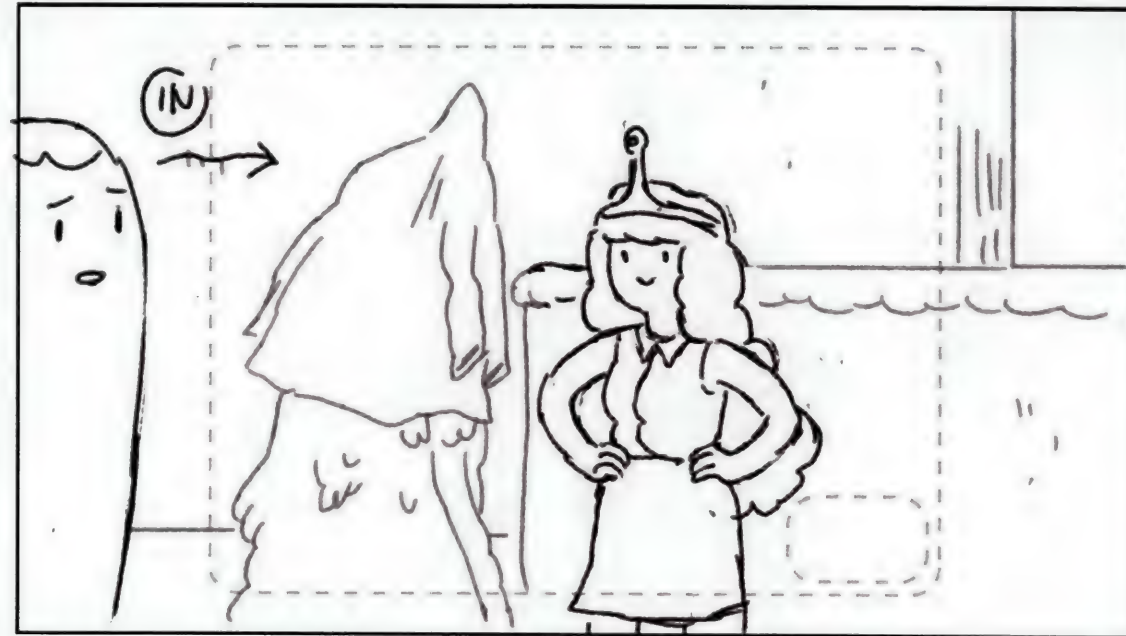
Page 272

Sc. 194

Pnl. A

Bg.

day night

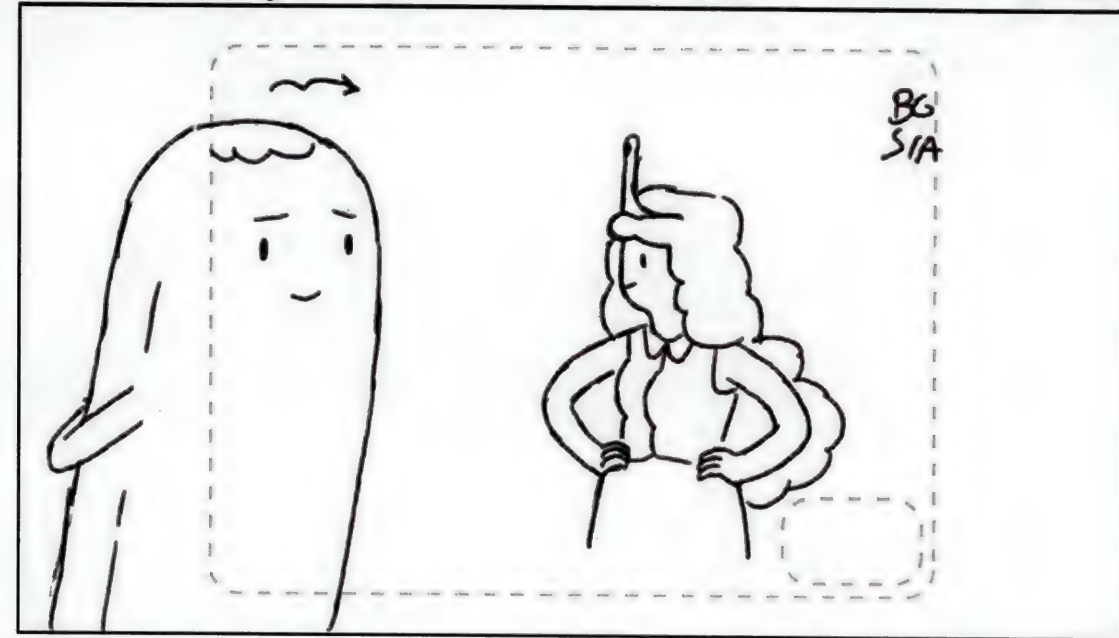


Sc. 194 *CONT*

Pnl. B

Bg.

day night



Dialog:

BG / PRINCESS?
#2

PB / MM?

Action:

PB LOOKING SELF-SATISFIED

Timing:

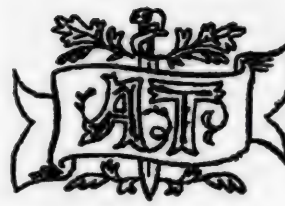
SEP 10 2015

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1034/233

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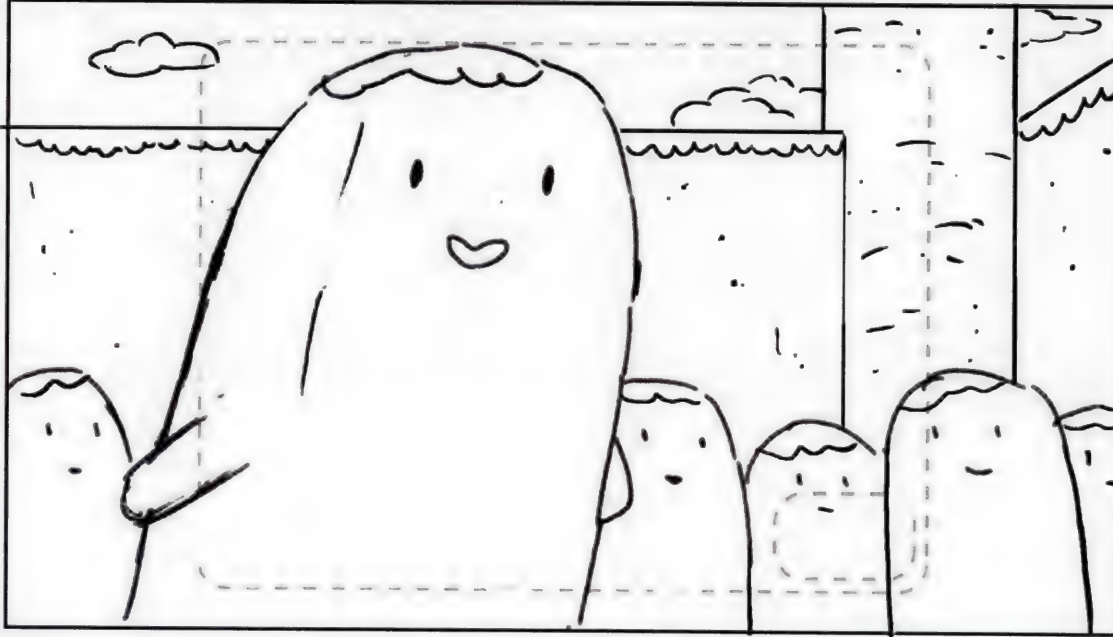
Page 273

Sc. 195

Pnl. A

Bg.

day night

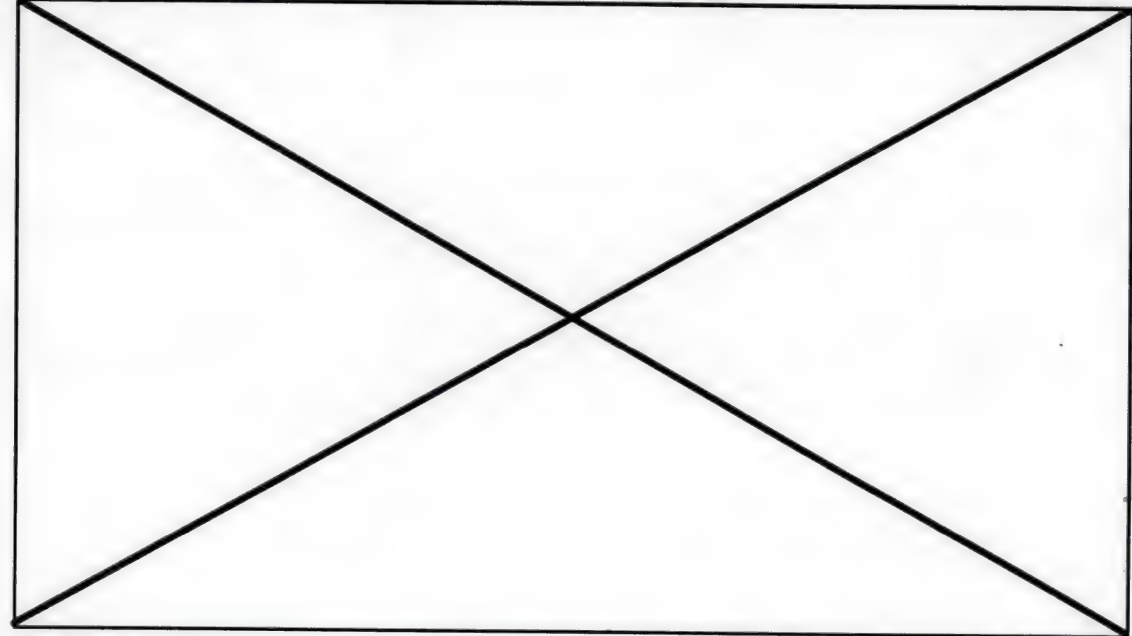


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

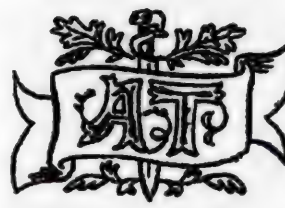
SEP 10 2011

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Production :

1034/233

ADVENTURE TIME



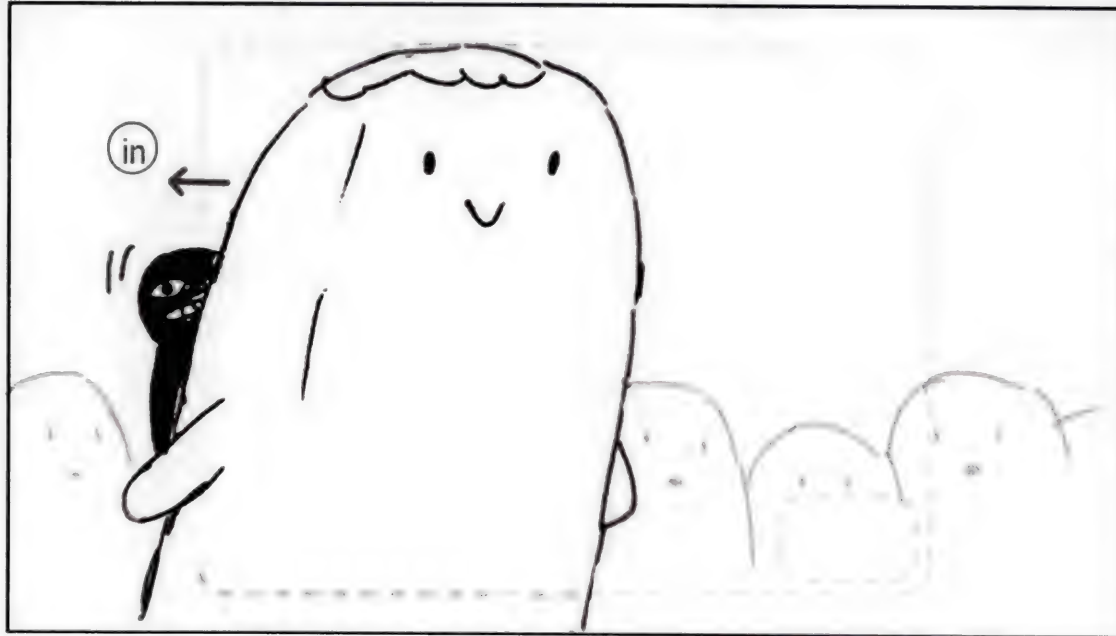
NO SC's
196-197

Page 274

Sc. 195 *CONT* Pnl. B

Bg.

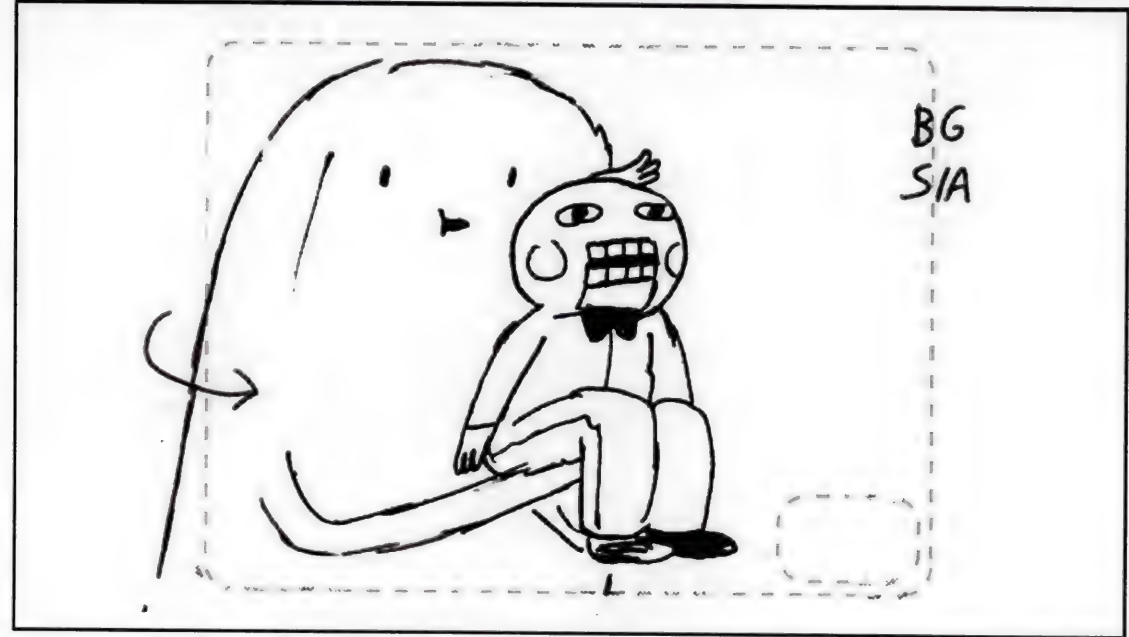
day night



Sc. 195 *CONT* Pnl. C

Bg.

day night



Dialog:

BG/ (HIGH PUPPET VOICE) I LOVE YOU

Action:

Timing:



SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



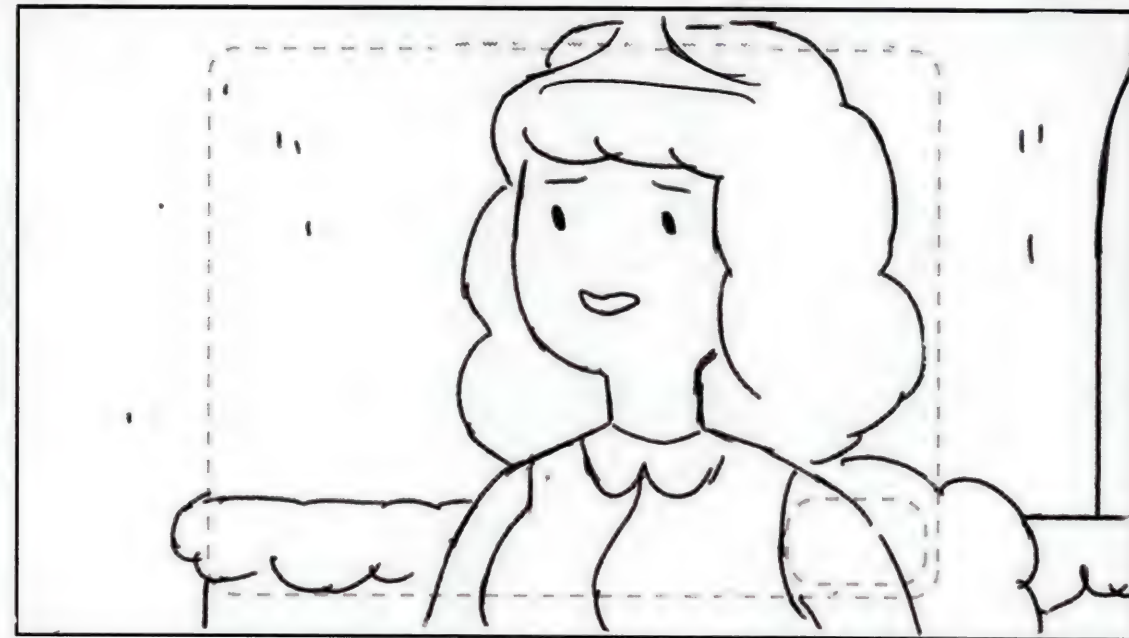
Page 275

Sc. 198

Pnl. A

Bg.

day night

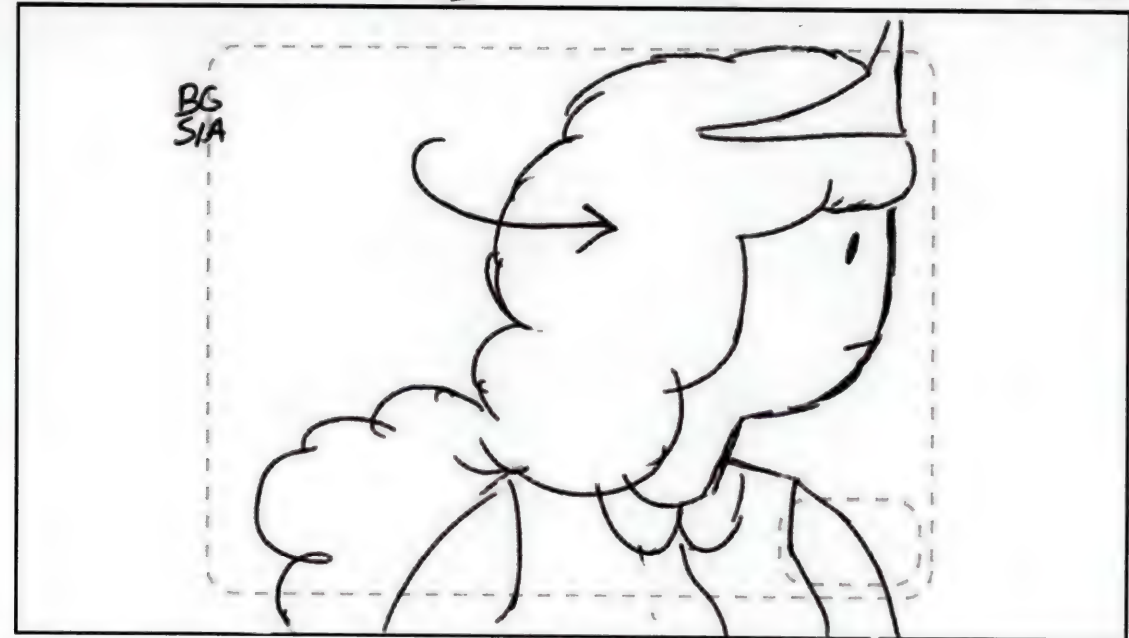


Sc. 198 *CONT*

Pnl. B

Bg.

day night



<p>Dialog:</p> <p>PB/ WOW...</p>
<p>Action:</p>
<p>Timing:</p> <p style="text-align: right;">SEP 10 2015</p>

EPISODE # 1034-233

1034/233

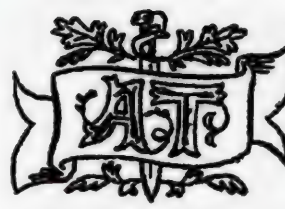
Production :

1034/233

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1034/233

ADVENTURE TIME



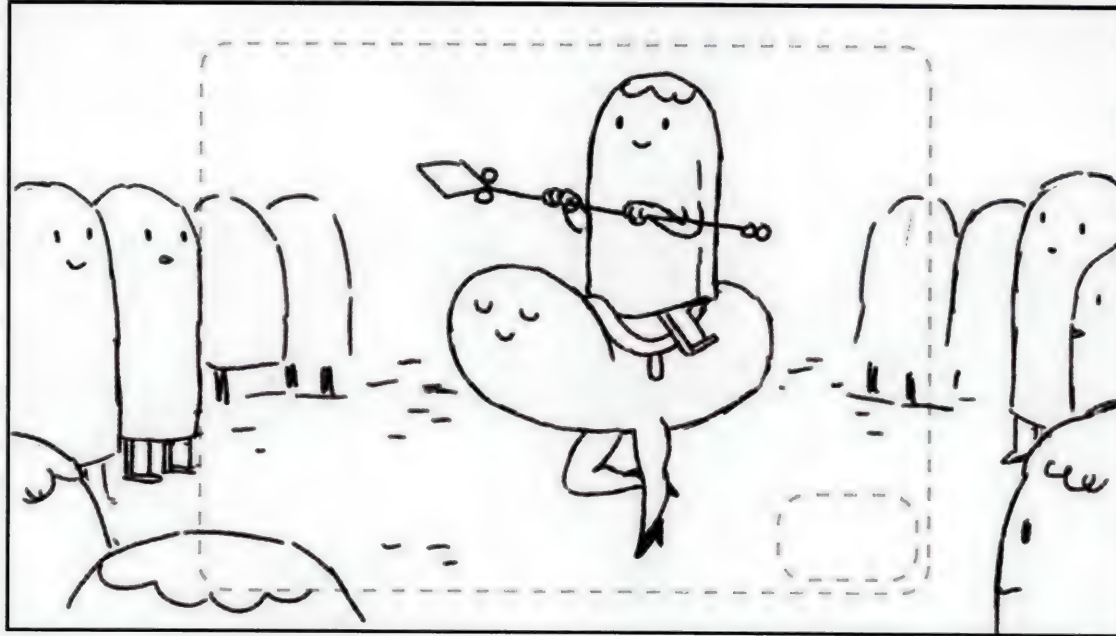
Page 276

Sc. 199

Pnl. A

Bg.

day night

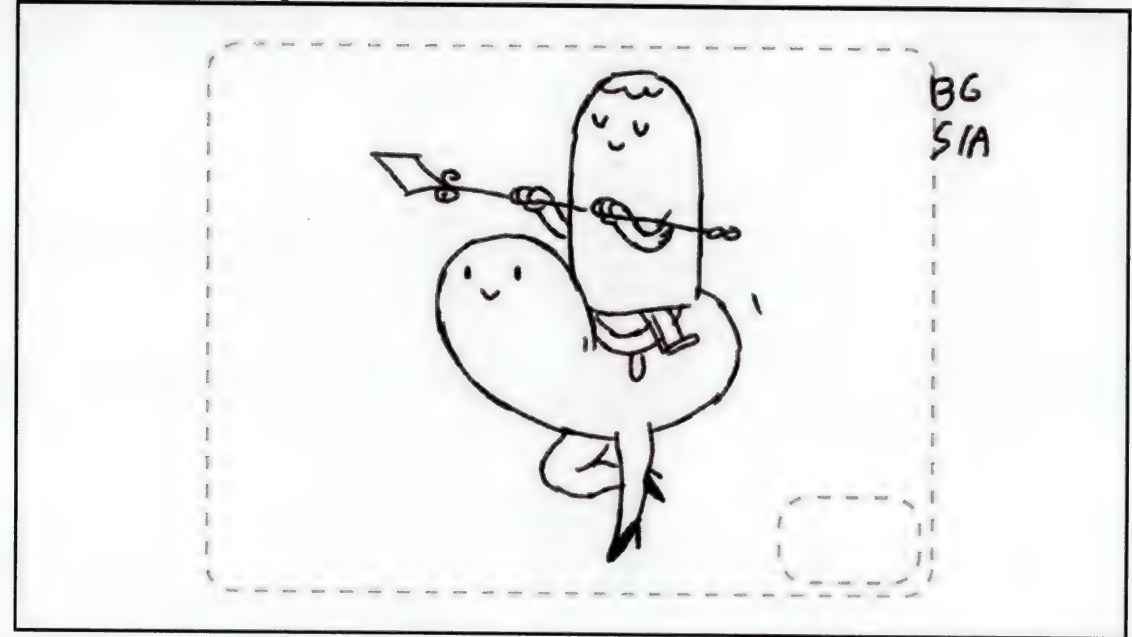


Sc. 199 *CONT*

Pnl. B

Bg.

day night



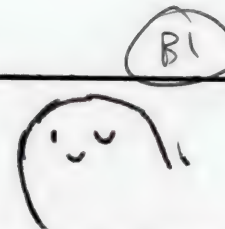
Dialog:

SFX/ CLIP CLOP CLIP CLOP

Action:



FANCY DRESSAGE STEPS
AB AB AB AB AB



Timing:

SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



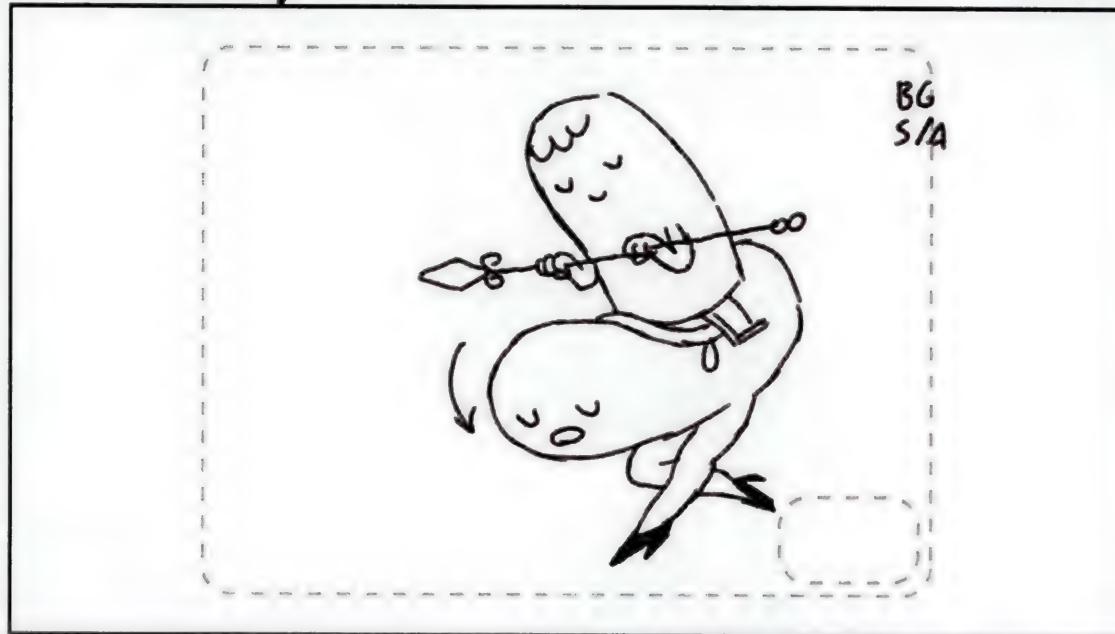
Page 277

Sc. 199 *CONT*

Pnl. C

Bg.

day night

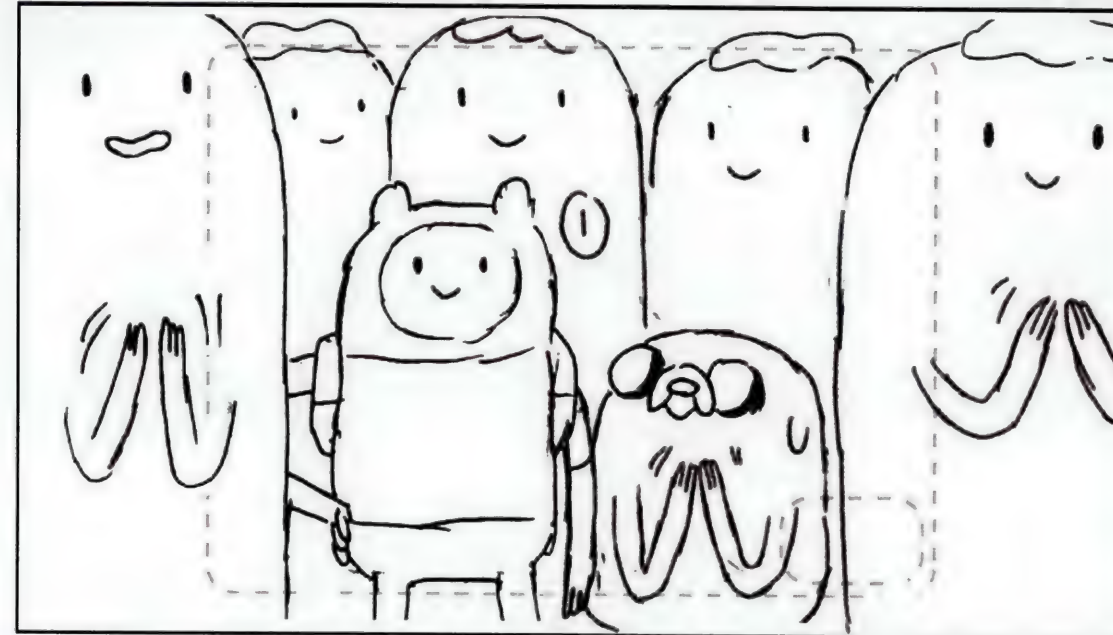


Sc. 200

Pnl. A

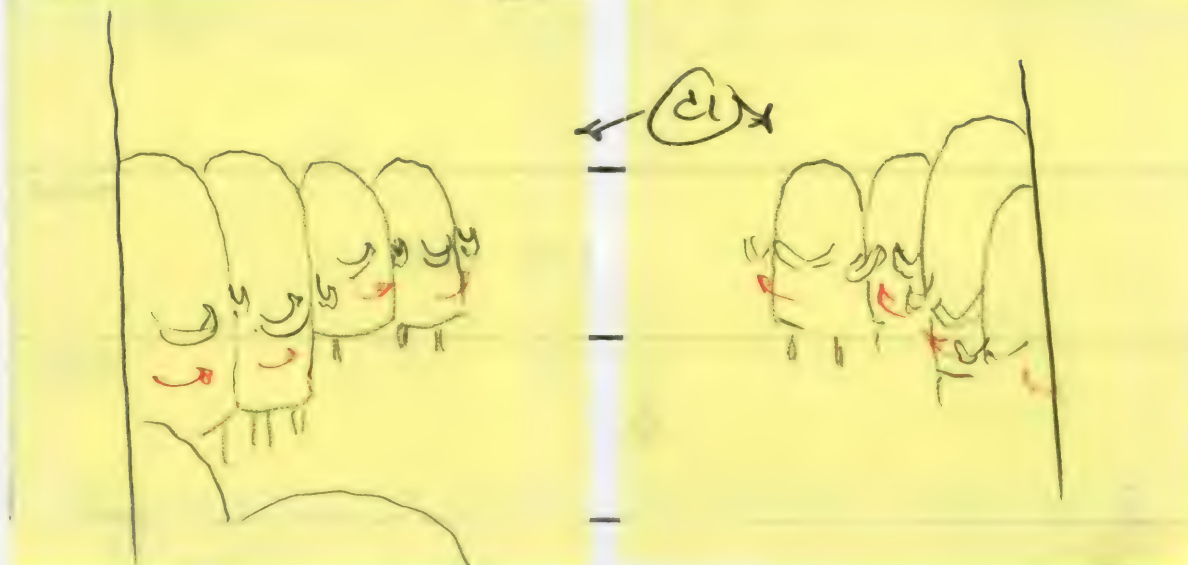
Bg.

day night



Dialog:

Bow's



CLAPPING & SMILING

SEP 10 2015

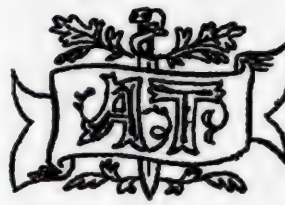
EPISODE # 1034-233

Production :

1034/233

1034/233

ADVENTURE TIME



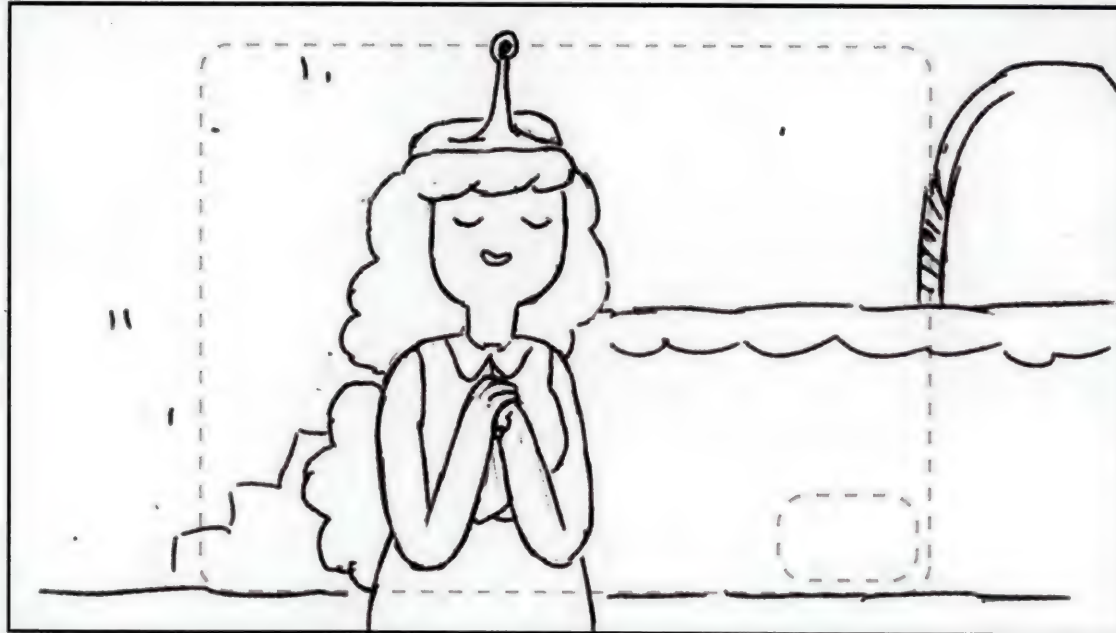
Page 278

Sc. 201

Pnl. A

Bg.

day night

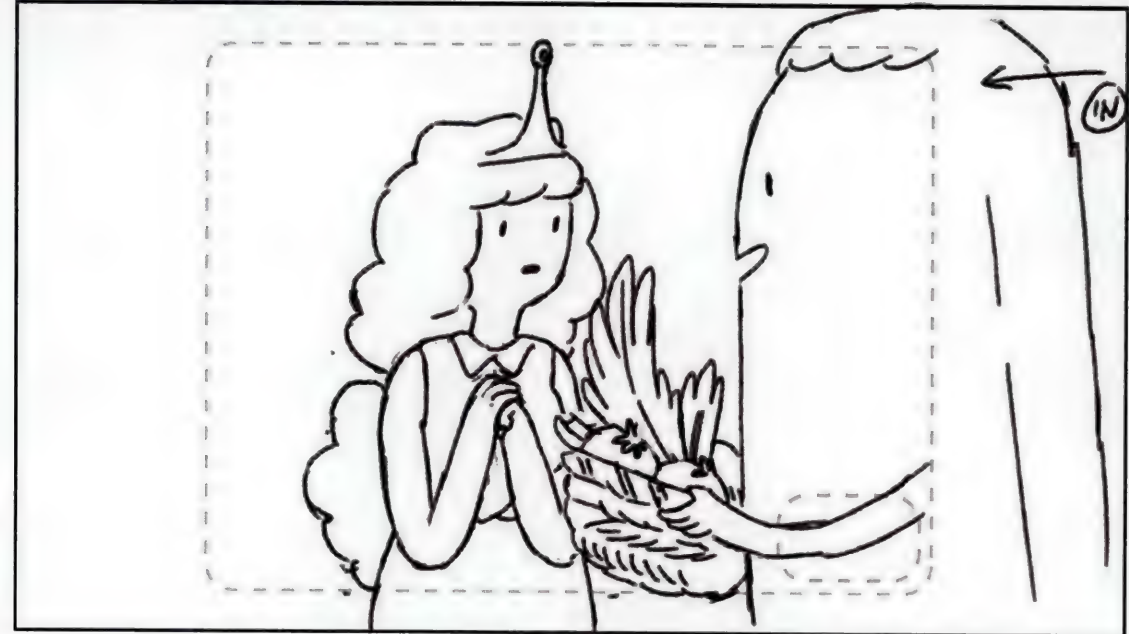


Sc. 201 *cont*

Pnl. B

Bg.

day night



Dialog:

PB/ MY BANANA GUARDS ARE SO TALENTED

BG/ I GREW THESE! HI-DA-RO-PON-I-CAL-Y!

Action:

BG HANDS PB WICKER BASKET FULL OF VEGGIES

Timing:

SEP 10 2011

EPISODE # 1034-233

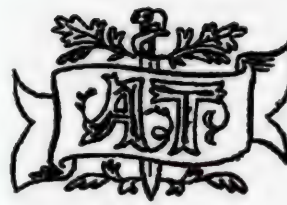
1034/233

Production :

1034/233

1034/233

ADVENTURE TIME



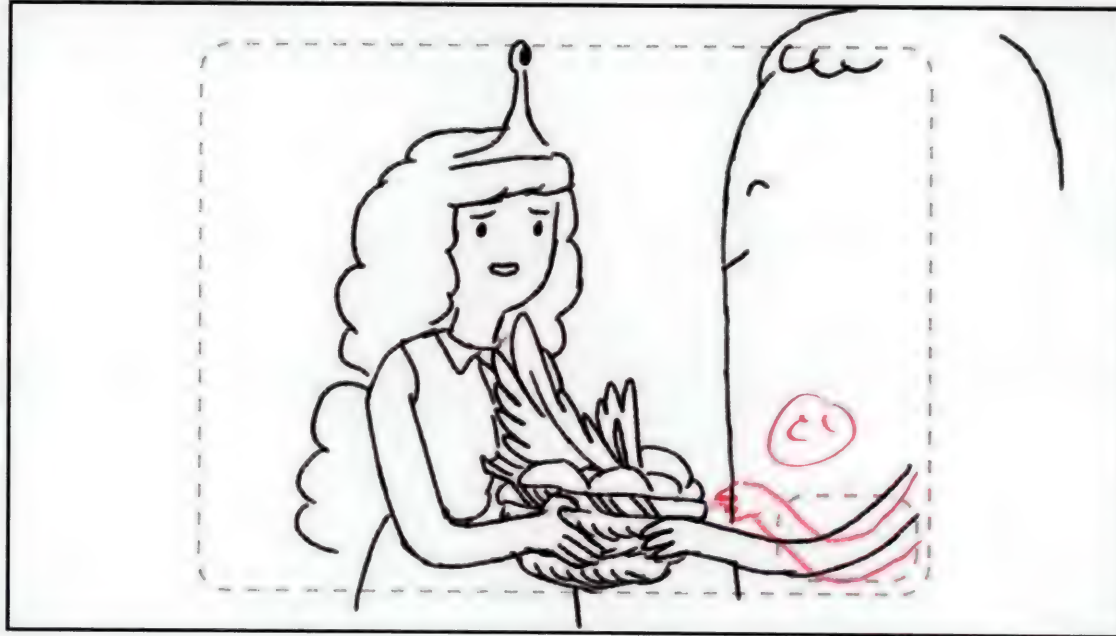
Page 279

Sc. 201 *CONT*

Pnl. C

Bg.

day night

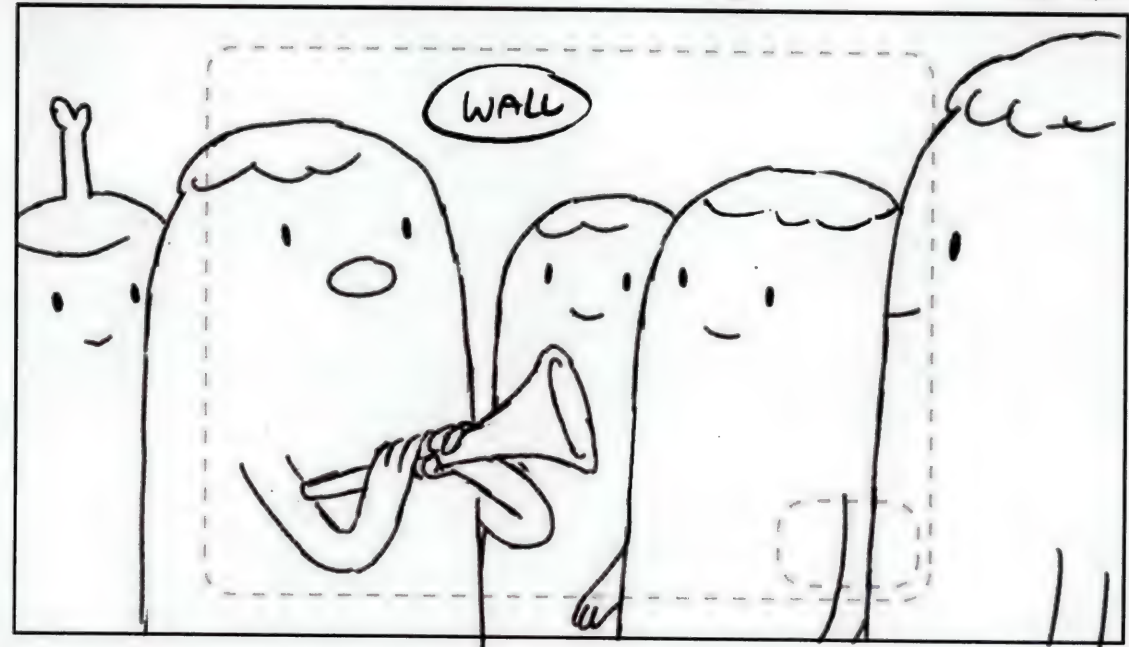


Sc. 202

Pnl. A

Bg.

day night



Dialog:

BG/ And I CAN ACTUALLY PLAY
w/trumpet really good!

Action:

Timing:

SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



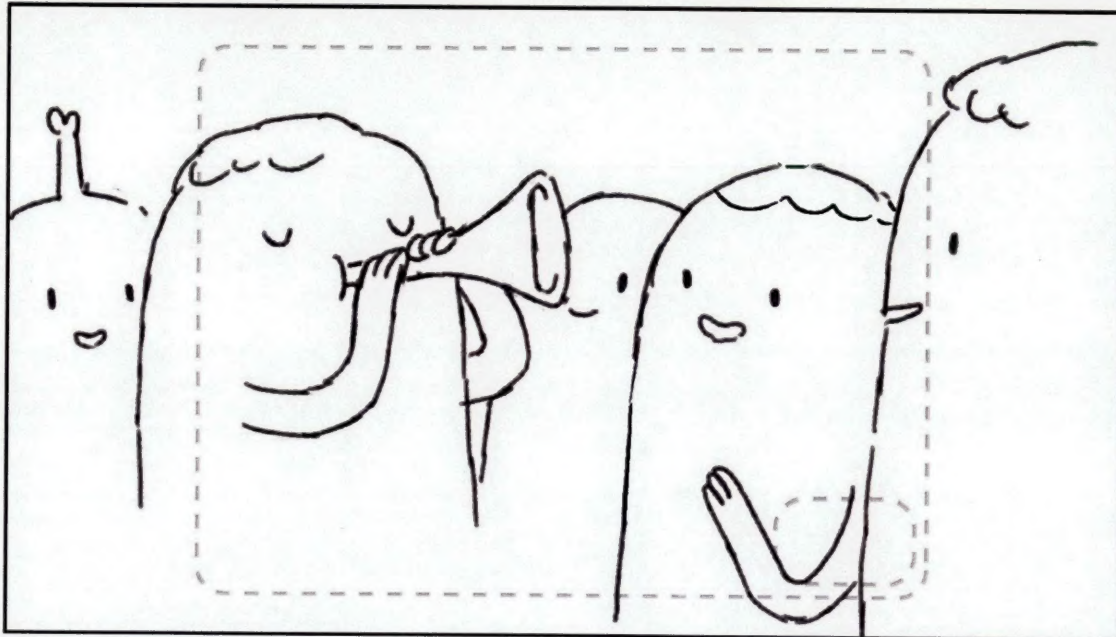
Page 280

Sc. 202 *CONT*

Pnl. *B*

Bg.

day night

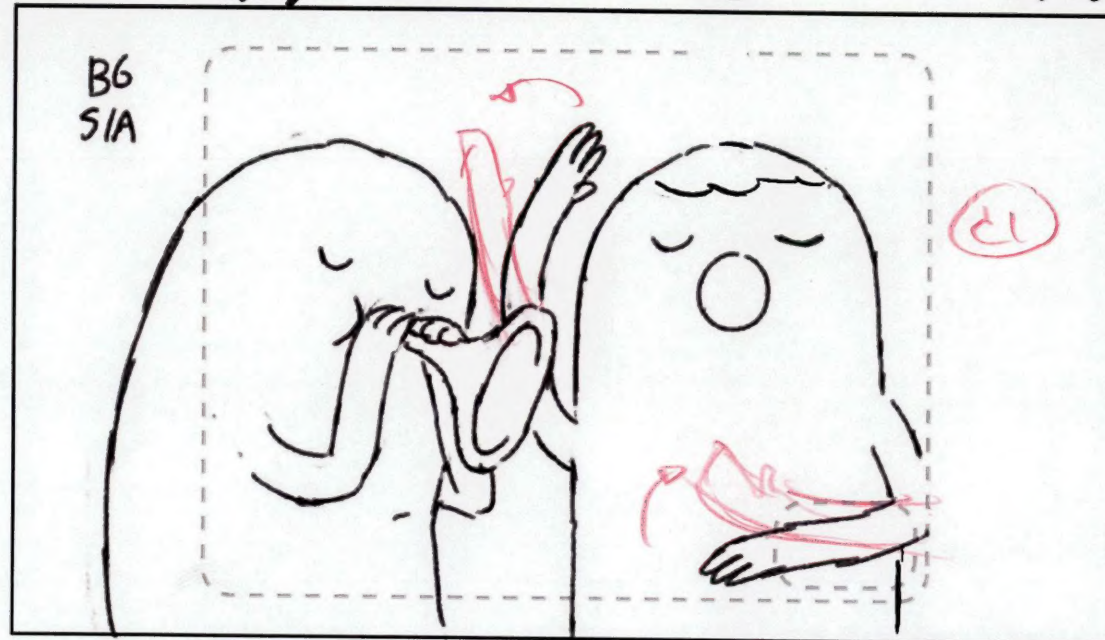


Sc. 202 *CONT*

Pnl. *C*

Bg.

day night



BG
S/A

Dialog:

SFX / * BEAUTIFUL BUGLE MELODY *

BG / * BEAUTIFUL OPERATIC SINGING *
(SAME FROM SHOWER)

Action:

BUGLE & SINGING CONTINUE IN BG
TO THE END

Timing:

SEP 1 @ 2015

EPISODE # 1034-233

1034 / 233

Production :

1034 / 233

ADVENTURE TIME



Page 281

Sc. 203

Pnl. A

Bg.

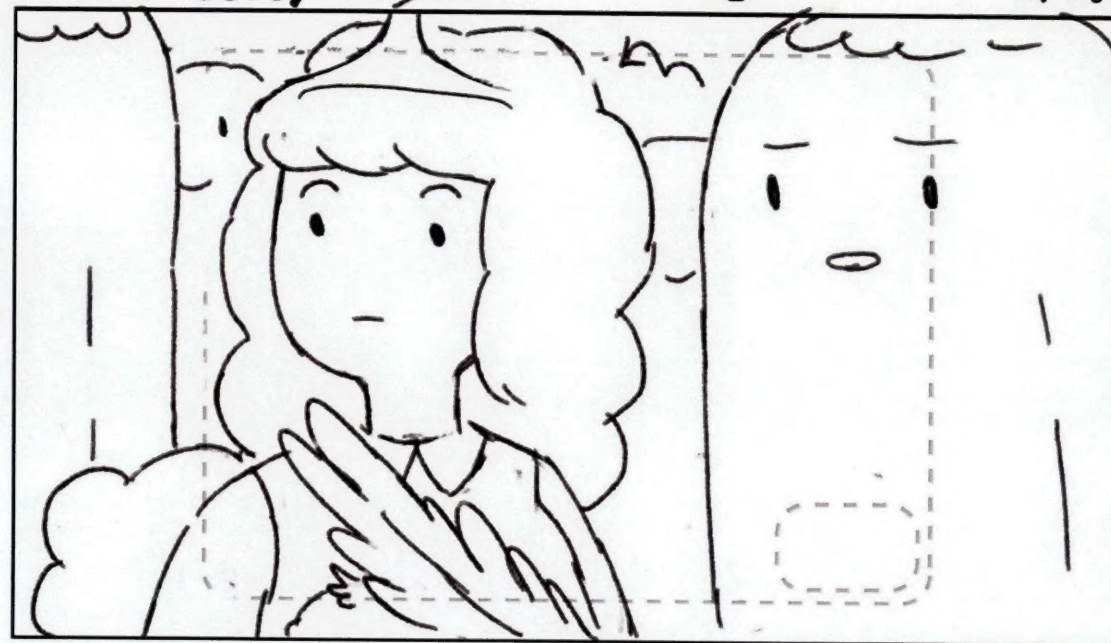
day night



Sc. 203 *cont* Pnl. B

Bg.

day night



Dialog:

SFX / (OS) BUGLE & SINGING

BG / UM, PRINCESS?

Action:

(SP)

Timing:

SEP 10 2015

EPISODE # 1034-233

Production :

1034/233

ADVENTURE TIME

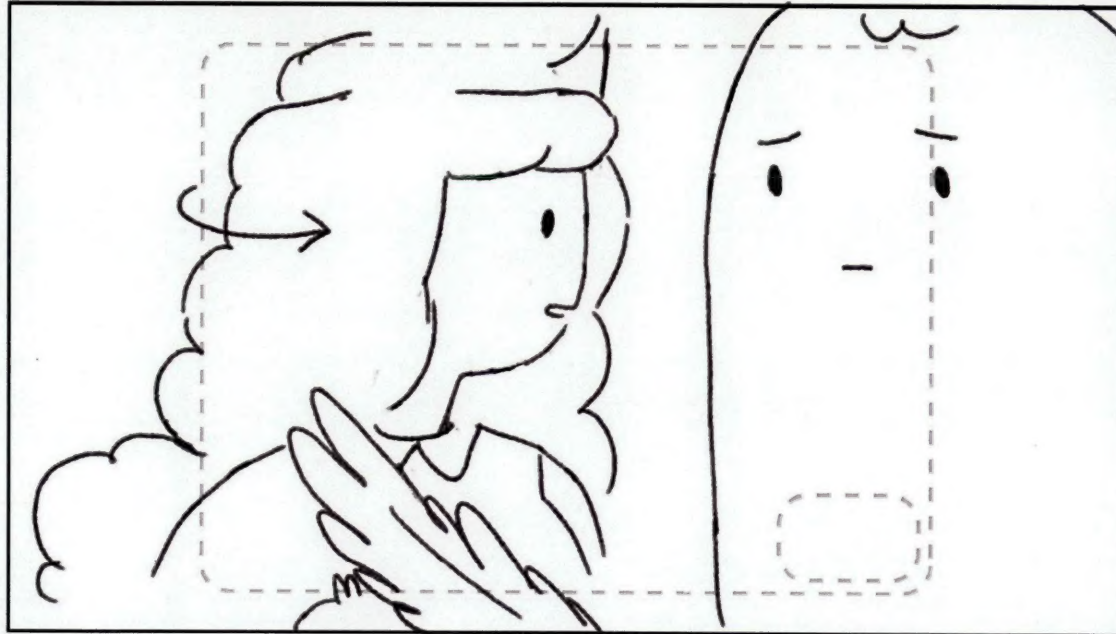


Page 282

Sc. 203 *CONT* Pnl. C

Bg.

day night

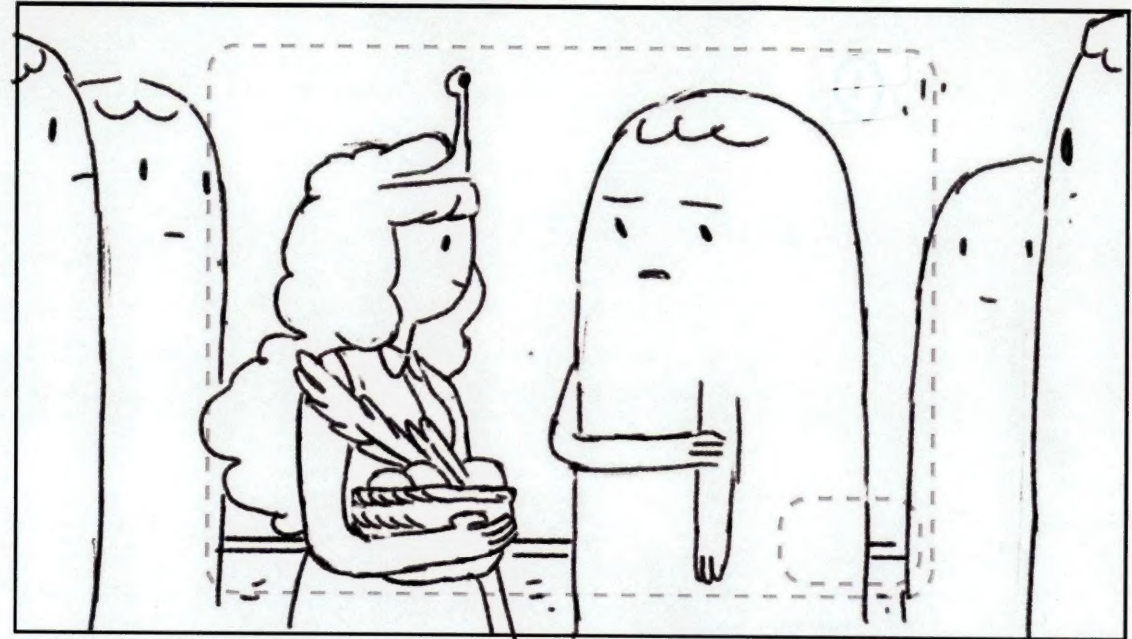


Sc. 204

Pnl. A

Bg.

day night



Dialog:

PB/ YES?

BG/ I DON'T HAVE A SPECIAL TALENT ...

Action:

BG HANGS HEAD &
DROPS ARM

Timing:



SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



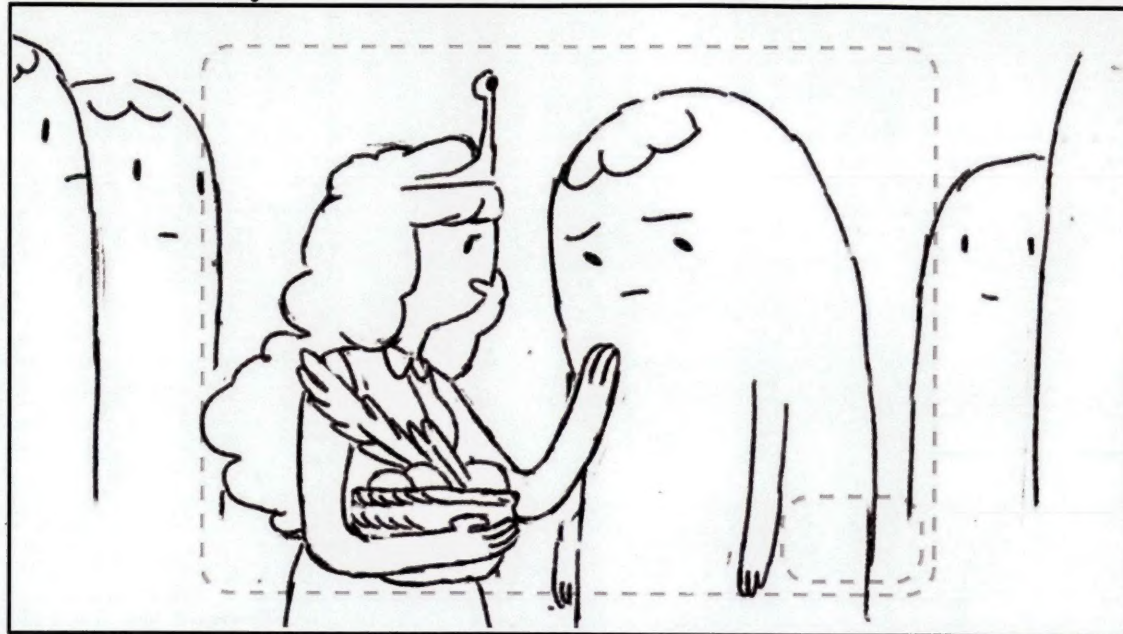
Page 283

Sc. 204 *CONT*

Pnl. B

Bg.

day night



Sc. 204 *CONT* Pnl. C

Bg.

day night



Dialog:

PB/ THAT'S OKAY TOO.

(BL)

BG/ HOORAY!

Action:



Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

1034/233

1034/233